

...THE YEAR OF THE GAME LORDS.

COMMODORE 64 L SASCOTTILE FLEA)



The cover illustration shows Miner Willy managing yet again, to escape the many hazards down the mine



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OUO VADIS?

So you thought the first part of our latest play-by-mail peacle was easy, did you? This is where thinks start orthog a bit toughed WHICH ROBOT AND ANDROID REVIEW REVIEW 134

Persocal robots are all the rage right now. We decided to take a look at what you might hump into when you visit your rich friend's home!

COMPTLERS 140
The Bugharder lakes a bowak from bashing bugs to bring you the latest update on rully programming aids BUG HUNTER JAPAN: END OF THE ARCADE arcades and brings you hot news about a bunch of a new generation HALL OF FAME
The page where all the top scorers bang out GRAPHICS ADVENTURE Keith Campbell brangs you more helpful hints and news of the









GAMES NEWS What comes in a big box with three laper and lots of reading matter? Empires — Ihal's what. Plus news of a new £2 500 prize

ARCADE ACTION 42
Take a trip to the Big Top in Coron and delive into the murky world of sepionage and stringes with Spy Hurrier VIDEO GAMING VIDEO GAMING 50

At last a version of Zazoron for the Atari VCSI Plas a look at the new Coleco poysticks — a real handful for the games player;

NEXT MONTH 161 News of a tremendous Olympic holiday competition. You could win a trip to Los Angeles





What the people say!



"I have a recurring problem, my Ded is always playing EXTERMINATOR when I went to Craig Horsfield - Blackburn.

"Thank you for a game with no loading or playing problema, my son is vary pleased with it" ~ Mrs Pritchard, Lkenfairpwil.

"I would like to congratulate you on your excellent game tor the Commodore 64 – HUSTLER. I tound this game very entertaining with brilliant sound and graphics" –

"After purchasing my Commodore 64, I proceeded to purchase many software games for both me and my children. The "Commodore" and the "bleep" I find are very poor compared to yours. Can you please send me a brochure or a list or - better still - can you send me a tew and enclose the bill." H. Stephenson, Streffield.

"I have just purchased the Bubble Bus game EXTERMINATOR. I would like to congratulate you on a brilliant game. The aprite graphics are really good, non flicker – and amooth! Also the use of colour and abund is great." A

"Mey I say I think HUSTLER is great" - lein Aden, New Pitslick

"Trecently purchased your WORD WIZARD cassette. I must congratulate you on a wonderful piece of activare which represents excellent value for money. This is the third Bubble Bua cassette I have bought – the how others are "HUSTLER" and "EXTERMINATOR", both of which are also brillient" – Mike Dessau, Israel.

What the papers say!



HUSTI FR

'Another Gem" Commodore Computing "Top rate game" Computer Choice

"The graphics and colour are superb" Commodore User.
"To pool freaks it's a must" Personal Computing Today

"It's a must for the collection even if you're not a pool lanatio" Commodore Computing

EXTERMINATOR

"The sheer speed of action keeps you more firmly pressed to the screen" Commodore User "The player will stumble away from the Computer, his head reeling with wild sounds, only to be drawn back to get his next 'fix', for by now he will be so totally addicted only a power failure will be able to release him" Commodore Computing.

Value for money 100% 5 star rating Home Computing Weekly Finger pressing good Personal Computing Today

KICK OFF

Great fun. Addicts of the original Table Footbati game will find this comes well up to expectations' Personal Computer News

'Anyone looking for something 'different' or lans of the actual game will appreciate this quality offening." "Excellent game " Commodore Honzons

WIDOWS REVENGE

Challenging and great fun to play ' P C Games

Whole new ball game" "A good bel tor all 64 owners" Commodore User

FLYING FEATHERS "Graphics excellent as is the sound track

Popular Computing Weekly

'Nuff Said!!

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PRAISE FOR THE LIGHTS!

Dear Sir, Brilliant, iantastic, incredible, breathtaking. In fact, 1 can't praise your Sound and Vision program highly enough (C&VG April).

enough (C&VG Apnt).

The effects are certainly as good as any 'pulsoniz' discolights that you can fork out for in music shops, and listening to tapes now has a new dimension.

Pass my congratulations on to the programmer, Colum Holgate.

Andrew Suncleur.

Andrew Sincless, Morpeth, Northumberiand.

BATTLE WITH THE PIRATES

Dear Sir,
The law recognises that for most crimes the accomplice is as guifty as the culprit. So by definition you, C&VG, are guilty of piracy.

In your April '84 issue, in the column headed piracy, you state, I quote, 'C&VG' supports any move which will halt software piracy'

Well, why don't you start by: Not printing listings which are poor imutations of

onginals? Not reviewing any new games which are obvious

rp-offs?
Not printing small ads for programs whose only use is for piracy (commonly known as back-up facilities)?

Above relates to Pole Postnon and Q * Bert from the April issue. No doubt some green users bought your mag, thinking they would be the arcade games, as you state in the contents column. Maybe this is one for the ASA.

JM

Don't you read your own micro ads? Copying or exchange is a violation of copyright (exchange-under the illegal distribution of software). I am glad Keth Campbell had second thoughts on his swen shop.

So come on C&VC, let's see you take the lead and do something. I am a member of two Edinburgh computer clubs and on the commutee of one. These views are entirely my own, although in an up-and-corning debate, I intend to quote from your

magazine David Burnett, Edinburgh.

Editor's reply: I don't think we print any 'poor imitations', David. Our listings are iried and tested hy e team of independent reviewers who pass on their views to us. We think that they

are fairly representative of our readers, so the games they like we reckon the rest of you will like too. If a commercially available game is a rip-off, then we'll tell you in the reviews we write.

As we have already pointed out several times in the past, C&VG is firmly against any form of software piracy end will support any moves which will help eradicate

We'd like more feedback on tha issue of piracy, so if anyone else out there has strong feelings about the subject for or against — we'd lika to hear from you.

HOW MUCH MEMORY?

Please could you tell me how many k the Commodore 64 actually has? BBC owners say that half of the 64's memory is used up by cassotte operations, graphics

etc. So please could you put Commodore 64 owners in the picture?

Also which Donkey Kong would you recommend for the CBM 64? Stephen Whiteley, Combrid

Editor's reply: Although the 64 does have 54k, it's true that it uses a lot for graphics and other 'housekeeping'. The largest progrem you can write in Basic is around

There ere not many
Kong games around for
the 64 yet — but you
conid take e look at
Anirog's Kong gama.

YET MORE ON ATAR!

Dear Str., I am a surth form computer studies studient, and I am a regular revider of C&VG because it offers the bost reviews on activate and is generally unbiased. I am greatly disappointed, therefore, when I see things like the Golden Joystock

Award:
Everyone knows that the
prize is bound to go to the
soft ware house which
produces garnes for the best
selling more — dare I say it
yes, the Spoctrum. Do you
senously believe that
readers of C&VC will vote
ure spective of their
machine?

As you can see, I am a little braned because I own an Atari 800 which, in my opinson, offers the best games-playing potential and certurily the most software which brings me to another

quibble.

Out of all the games you review, it is rare that there is more than one Atlan review. Do you have it in for poor old Atlan? We all know he's got a crastinal record as long as your arm, what with

rubber keyboards and expensive software, but now Atan is going straight Can't you repneve him and let these excellent machines have a real chance? It almost makes me wish i'd bought a Spoctrum, just to stop the alienation.— almost.

On the same theme, could you start to review Datamost you start to review Datamost you start to review Datamost particular program, Tail of Seta Lyrne, offers the best scrucke packing, sound and graphus amuration that I have seen to rome time? The brilliant playability and sound in these genese must surely put as next to the Commodone vs. Altan sounder.

Also, can the Commodore 64 produce quality speech synthesis entirely from software controt, such as

S.A.M. as can the Atan? Finally, to make a run only program, add the following line to the end of your listing 3276? POEE PEEK (138) + 258 + PEEK (139) + 2, e: SAVE "C": NEW. Type GOTO 32767 in

immediate mode and the program will be saved in a special format, preventing a listing being made whon reloaded. You will have to type RIM "C." (changed accordingly for due owners) to run your program — the LOAD command will not function property.

Doncaster, S. Yorkshire.

megazine!

S. Totaline, S. Totaline, S. Totaline, S. Totaline, S. Editor's reply: We take your pair about the your pair about the your pair about the case and the case and



MAILBAG



REAGER GOES ON AND ON...

Dear Sir,

I started to buy your great
magazine way back in
November 1982 when I
borrowed a little black
magic box called 2X81. Even
though I had to return it
continued to buy your
magazine and shortly
atterwards I purchased my
own committee as 71.86 (4)

Since then I have written about 10 games which I thought might be worth reviewing in your magazine. Unfortunately, they were all on the same tape and the

dreaded cup of collee got to it and runed it Anyway, due to problems with the Texas, I had to return it to my dealer. Do you know had lick comes in threes? My dealer

does not do the Texas anymore because Texas Instruments have given the machine upl

I have recently written a number of programs for a video shop that has a Sharp MX-80k to control his stocks and, due to the flexibility of Sharp's computers, I am now awaiting delivery of the MX700 — and here are my questions.

Why does the printer/plotter reproduce graphic symbols from the computer onto paper in HEX?

How many languages can this computer handle without any extra hardware? What whot gave the names MZ-700, 710, 711, 721 and

731 to the machine just because there is no plotter or cassette unit with the machine? Would you consider

publishing games listings for this computer?

Does this computer use the

conventional CLS to clear the screen or the same graphic symbols as the MZ80K does?
Regarding the C&VC
Arcade Championships, my high degree score on Atan's Star Wars took over seven hours to complete One day I had been on it so long, the

handle grips came away in my hands and I have proof of this because about tour people were watching the

people were watching the game when it happened. Anyway, I shall continue to buy your action-packed magatine until you go broke trom publishing letters the

long JP Hamilton, Thornby-on-Tees, Cleveland

Caseeand
Editer's reply: In answar
to your questlens.
The pletter's character
ROM does not centain
any GRÄPHICS symbols
and so the plotter

responds with the HEX equivalent of the ASCII code of the graphic symbel. Several languages are available eg. Pascal, Forth etc. available, form

Forth etc, available from Knights Computers (Aherdeen) er the Sharp Users Club (Yeovil College). All these differens

versions are evallable as standard units in Jepen. We would consider publishing gemes in the future when the machine becomes popular with our readers.

The some grephic symbols as the MX-80k are used to clear the screen.

ELECTRON Answers

Dear Sir.
As I will soon be purchasing an Acom Electron, I would like to know if Acom will be bringing out any more games software other than

the 10 we know of?

As it has the same Basic as the BBC, will BBC games be compatible with the Electron? Are there any major disadvantages with it?

L. Thompson, Lescester Editor's reply: The

answer is yes to your first two questions, Mr Thompsen, and no there aren't any major disadvantages with it, aithough to is slower than the BBC.

MORE FROM ATARI FAN

Dear Sir, I must write to endorse Cary Campbell's contenents (C64/C April concerning the Atan's sound. I agree with him that it excels in this department Perhaps David Caudianr may be interested to know that machine code to know that machine code and the Atan's excels on the Atan's excels the Atan's excels and the Atan's excels and full envelope capabilities.

He may also be interested to know that the bad sounds on Chophiter are common to all Broderhund games that have been translated from the Apple to the April. Untortunately, sounds are not the Apple is strong pount and as Broderhund seem content to do straight Apple translations, the sound inventable yatters. This being inventably suffers. This being inventably suffers. This being

the case, I hardly think an Apple to Commodore translation will offer any improvement sound-wise. I would also like to put you straight on a comment you made in your reviews of the 600KL some months ago, in

it you stated that 'Aira still provided no way to stop the machine cycling the colours on the screen.' Well, the magical continand is POKE 77.0. You can enter it either as a direct command or every time you execute a Graphics command during a Brooman.

program.

Finally, I enjoyed last month's long overdue review on Atan software. I think if anyone was to see games such as the Max.

Astrochase, Necromancer and Bristles, to name a mere tew, they would consider them well worth the money when compared with games for other computers. Im Short, Motherwell.

Lanarkshire

VIC MISSED ON CHARTS

I've been buying C&VG for about six months now and,

up to now, I've been very pleased with it. But in April's edition I was very angry with the Top 30 Chart because it doesn't contain a single good game for the Vic-20. So please, please bring back the old charts for the Vic-20. So please.

Susser Editor's reply: Our charts are now compiled by NOP Market Research, ena of the top research companies in the ceuntry, in cenjunction with tha Daily Mirrer nawspaper, so our charts era the most

accurete around.
Unfortunately, Vic-20
owners don't seam to he
buying enough softwere
to get it into the new
charts et the moment —
but keep watching them.
I'm sure yeu'll see Vic-20
games in the charts very
soon.

MARTIAN SUPPORTER

Deas Str. 1 would like to make e comment on Craig Thecknay's review of Calverns of Mars Ion the Atat If e said, and I quote: "Atat also have a version of Scramble which is now well known. Caverns of Mars is a poorly made, roughly finished, overprined game with little resemblance to the orimnal."

In my words, this is pifflel I bought Caverns of Mars lot 29.90 and it was made by APX, so that counts out the but about "overpriced", "poorly made and roughly finished".

I do agree with the bit

about "little resemblance to the original", as I don't think that Caverns of Mers was meant to be a variation of Scramble, as the idea is to scrivate a bomb and escape. On the whole, I think that Craig was looking at a different game! David King. Ballerno.

Mid-Lothian.

MIND GAMES



PETTICBEWS DIARY

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(Dragun, BBC, Electron) Three Part 90k adventure taking you from the server to atteme journey through Europe. Superh family entertainment filled with interport action and singense "Prule of place for the west original and entertaining Adventure - it's got to be value for money" (onguger and Vulra Games (adventure supplement).

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MAILBA

SILENCE IS FRUSTRATING

After many desperate hours of trying, I still cannot land a way to make the keyboard on my Dragon make a beening sound such time a key is depressed, as can the Atan and Spectrum with the

and of a PONE Could you please give a listing of the program in your wonderful magazine? L and a lot of other Dragon users, would be grateful if you could do this ionathan Thomas Aberdare.

Mid Glamorgan Editor's reply: Well, can anyone help Jonathan? Please reply to Mailbag at the usual address.

ADVENTURE UPSTART!

I eagerly await each conv of CAVG. and the first page 1 always read is the Adventure leature. I do enjoy roading ebout adventures and occasionally obtaining a cine I myself am an Adventure addict - 1 do not even look at arcade games

I have often been tempted to write to comment on a game or ask for help, but until now hadn't got around to it I read your page in the March issue and I leel I must write now and correct you on your comments about Urban Upstart I bought this game one

Saturday and worked on it for about lour hours then finished it on the Sunday afternoon. Urban Upstart was certainly not the easiest adventure to finish, but I enjoyed every step Juhe Redpeth, Blaurdarche.

Glasgow. Keith Campbell replies: If you remember, Julie, I dld say that the idea was good, but ruined by the Implementation. For me.

It was the very clow display of the graphice that made welting for the input prompt so

with a very limited vocabulary, Perhaps it depends on what you are used to in the way of

adventure games. If everybody agreed with everything I said in every review, then I'd be worrled! I tried to convey my honest feelings shout the game, es I always do. Perhape I differ from the majority on this one but, personally, I found it to be a reel pain. If it were rewrittan in a more competent way, then I would probably quite enjoy lt.

CROSSWORD P11771 F1

Dear Sir. While reading through April's usue of C&VG. 1 noticed the first of a new Series of crossword competitions. The rules said that the first three correct answers drawn out of the bin would win T-Shirts, 178 bet you didn't get many incorrect answers If anyone read the magazine properly they would notice all the answers to the puzzio on the next page!!t Was this a deliberate mistake? Mark Walker. Outer Hebrides Scotland

Editor's reply: Dellberata? He? Never! It was April Fool's, wasn't

THE PRICE OF PIRACY

In your April issue of C&VG. you mentioned the problem ol piracy in Games News and I will may that I totally agree with the very last part of your article which stated: Lower prices and a more original approach to games software is what is needed. not legal muscle, to solve schoolked peracy"

Honestly, can you blame someone of 12 years old copying a tape which costs in the region of £14 to £20 or more? This is the price you

would expect to pay for video films which can take up to six years or more to make

Oute honestly, the software houses have taken advantage of the computer user lor too long. Look at the price of The Hobbit for instance it is nearly two vears old but it still costs £14.99 - surety it should be hall that price by now? And there are lots of others that are over-priced.

No. the only way to reduce the problem of piracy is to bring the price down such as Imagine is doing (from £5.50 to £3 95) which can only help the company. I would also like to ask

why you don't have four pages devoted to letters then more could be published. Let's lace it - it's your readers who support you

But after all that 1 well and up by saying that your mag is the best monthly around. Inhart Hen

Shelfreid Editors reply: We agree that some games are over-priced - but that's really no excuse for pinching other people's programs which have often taken many months

of effort to produce Piracy could put a lot of smaller software houses out of business and stop programmers producing better and mora original games. End of lesson! We'd like to give more

space to letters - and we will se soon as we're allowed to have a few more peges to pley with.

WE WANT FLEXIDISCS!

Dear Sir. One day I was out browsing through micro magazines when I saw another magazine oflering a lifee flexi-disc — you know, those floppy little records that come with pop magazines

It was a small record with programs on it for the most popular computers around like Spectrum, BBC, CBM 64, Atan etc. I thought it was a great idea - in lact, so great 1 bought it.

How many people out there wish they didn't have to slog over their computer lor hours on end trying to type out a program, I think it 15 a Very good idea, so of course I decided to put pen to paper to toll you that your readers might find it as good as 1 did. Because 1 get your magazine, I think it would be

creat if you issued one every so often in C&VG I believe the majority of your readers would empy receiving a flexi-disc, so go

on - be daring. Sansly your readers with one! Spencer Holdaway. Camberley, Surrey Editor's reply: Just watch

this space, Spencer, You won't be disappointed. Sorry to be so secretive. but the Buge era listening!

A SPORTING CHANCE?

Dear Co.

There are a lot of people around who advise you not to purchase software through mail order outlets Well, t am writing in praise of Save-It writing in praise of Software Exactly one week son !

saw Pole Position at a price ol £26.99 (nearly £2 cheaper), so I sent away for st Today I got it, and what a game it is!

In your magazine, your reviews are smashing. In games such as Pole Position. Tennis for the Atari and Snooker for the BBC, why not have the reviews done by the stars of those aports? It could be James Hunt, John McEnroe and Stove Davis respectively. This idea might not work so well with Manic Miner, though. Can you see Arthur Scargill actually getting Miner Willy to worksil David Gratton.

Washingborough,

Editor's reply: Just look at our feature on motorracing games with top Formula One driver Martin Brundle, on paga 116. David!



Ocean Software is available from selected branches of WOOLWORTH, W. H. SMITH, DEP. John Menzies, LASKYS Rumbelows, Spectrum Shops and all good software dealers. Trade enquiries phone, 061 832 7049



FOR SPECTRUM 488



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arm, as Emperor, is to gain 100 squares of territory as quickly as possible at the same time dealing with Barbarian counter-

3D BAT ATTACK An all action, 3 dimensional maze game where you gather up blocks of gold at the same

time pitting your wits against vicious vampire bats whose only purpose in life is to locate, hunt and kill you 4 levels of skill. At each level the game gets faster and more complicated and the vampines more dangerous.





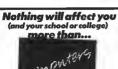
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Are you ready for CheetahSoft? There's only one way to find out. But be warned: these vampire bats know a good meal when they see one. And our friend with the scythe has had years (heetahSoft of experience...

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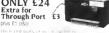
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COMPETITION COMPETITION COMPE

OBOTICS

So, you want to win one of Tomy's lernitic Voice Recognition Robots, do you? Wall just switch on a lew memory cells and see II you can answer these questions set by The Supreme Android himself. Then all you have to do is send your answers, on the coupon, lo Computer and Video Games, Robol Competition, Durrani House, 8 Herbal Hill. London. EC1R 5EJ. Normal C&VG competition rules apply and the Supreme Android's decision is linal. Any arguments will be settled with a guick blad from his KIII-O-Zao laser - OK?

NOW FOR THE QUESTIONS...

- What was the robot which appeared in that classic science-liction film. The Forbidden Planel' catled? You may have to ask your dad for help answering this one.
- What was the name of the world's liest paranoid android often found in The company of inter-galactic hitch hikers?
- Heavy metat? Heavy hint! What is the name of the robot star of a lamous TV comedy show?
- Which robot helped Luke Skywalker destroy the Death Star in The lirst Star Ways movie?



ZRK

Just in case we get a lot of humans gelting the answers correct, the Supreme Android also wants you to come up with a name for the CAVG robot which we use to help sort through all your compet-Ition entries! The best names will help us decided just who will get the goodles! Closing date for this

amazing conjest is June 16th - so gel cracking and you could soon have a mechan-ical male at your service!



C&VG/TOMY	ROBOT	COMPETITION	7

- - My name for the C&VG robot is ...



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Name Mr Mis Ms

TION COMPETITION COMPETITION CO

For those of you in the know, last month we ran a Hottine competition on the special Bugphone where you had to identify the sounds of six ColecoVision games in the order

They were played However, we did have quite a few perpiexed phone calls from people complaining that the Bugphone was full of weird, squeaky noises and

where was the Bughunter? We're glad to say the Bugphone is now operelional again

We had 50 of ColecoVision's latest

games cartridges to give awey — 25 for the ColecoVision and 25 for the Atan VCS The entres flooded in and most of you Vidicids not the answer nght, eithough meny of you confused one of the games with

Anyway, the prizes are on the way to the lucky winners and he answers in the correct order were 1: Smurt, 2: Donkey Kong. 3: Carravel 4: Mouse Trap. 5 Space Furv. 6 Papper II.

Joe the Lion Results

And so Joe the Lion set oil on a quest of immense magnetude — lo solve And so Joe I he Lion set oil on a quest of ammente megnatude — lo solve the node of the mystic book that would lift are end curse that had a whole bunch of software companies lied up in knots. They had lost the Down to

reale games programs
However, Joe and one problem — allhough he was courseous and However, Joe had one problem — allhough he was coursepous and brave, he seem clover enough to solve the mystery all by himsell and

hs as where you came in Last month we printed an extract from the mystic book and asked you

Last month we printed an edited from the mystic book and asked you to help Jos find the names of the software companies hidden in the lext Their older find the manage of the software commanies hidden in the lext.

There were 180 games to give stary to those with managed to call the there were 190 games to give away loshose who managed to crack the locide first — 60 copies of simple for the Sections, 60 of Challenger for riddle first — 60 copies of Bimbo for the special like BBC and, for Oric owners, 50 copies of Loki se BBC and, for One owners, 60 copies of Lost.

Very lew of you managed to pack out all 47 software companies hidden.

Very leve of you managed to pick outes 47 software companies indeen in the text. Companies to Was Fung Wong Iron Lulos Ben Blyan in the text Congratulations to Was Fung Wong Irom Lution Bein Bryann Irom Kenti, Dane Kurth Irom Switzerland and Cameron Hanne Irom Irom Kertl, Dane Kurth Irom Switzerland and Cameron Harvie Irom Dewon, all of whom got the correct answers Prizes are being sent out to

Devort, as of whom got she correct enswers Prizes are being strose of you who came nearest to the magical number of 47 The names of the hidden software companies are

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Arcadia is a classic space shoot-out and was one of the games nomin-

ated for the C&VG Golden Joyslicks

Award, earlier this year It's well worth

edding to your games library. All you have to do is full in the form below and

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The presses for the Dragge

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- Where Invaders came from (6) Powerful chess pieces
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- 14. Break the rules (5) 15. Top card (3)

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COMPUTER & VIDEO GAMES 19



SLEEPING MIIMMIES LIE

MUMMY MUMMY A new game for the 16k Specfrum will banish forever the myth that computer games are

only for children Mummy Mummy is set in Envpt thousands of years ago during the reign of the infamous Nelerati You play the part of the mummy who has been slumberind in peace in his pyramid for

hundreds of years Bul you are awoken from our sleep by the chest of Mad Clive a greedy archaeologist, who died while trying to plunder The pyramid and your tomb in

particular You must complete two diffscull lasks before you can be reburred hopefully to spend another millenia fast asleep m your gold sarcophagus First you must collect the 25 preces at the burial scroll hidden in the pyramid, necessary if you are to

relum to the coffin Next you must destroy the ohost of Mad Clive and the distressed souls of tormer Egyptran rulers who haunt the pyramids by bringing down the stone rools and burying them under the rubble

Mummy Mummy is available direct from MC Lothlorien for the 16/48k Spectrum and costs

PS MC Lothlouen are one company who are leading the way strateov war game. The games combine the best of arcade and adventure sollware Fast and funcus shooting action is inleilinked with bram-racking mililary decision-making in luture issues. C&VG will be exploring these new cull' games

SHERLOCK **HOLMES GOES** MISSING

SHERLOCK HOLMES

mystery could well turn out to be the case of the mission name The Sherlock Holmes adventure game was announced exactly one year ago having already been several months in

development Twelve months later every adventure games tan in the country is beginning to wonder when they can get their hands

The answer is elementary, my dear reader. The end of May is the latest official launch date forecast by Melbourne House Sherlock Holmes is undoubl-

edly the biggie of the year from Melbourne Billed as the next adventure game from Philip Milchell of Hobbit lame, it can't fail Before Holmes hals the streets Melbourne House are squeezing

in three other new games Medreval Casille from John Jones Steel, the man who wrote Abersolt Forth and Classic Adventure is the programmei's first loray into aicade-

arcade game Wizard of Worm which you have to get through several rooms to destroy the evil wizaid

C&VG managed to get this sneak preview of one of the name's screens

Also causing a str amongst Spectrum owners is the new tough guy Mugsy Just in case you haven't got the word will Muasy runs this toint, so you'd belter not mess with him otherwise the boys will be round This camic book-style game combines arcade play with an

adventure formal - the text appearing as speech hubbles 64 owners are also included in Melbourne House's spring releases with a space shoot emup called Star Tropper Sounds a liftile bit like Ullimate's Jel Pac this one. With a relinack on your back you must blast your way

Through waves of aliens to get to The mother ship to refuel and fri up your exygen cylinders Sherlock Holmes will cost £14 95 Star Trooper, Mugsy and

Medreval Castle are £6.95 each **EARN YOUR** WINGS ON

FIGHTER PALOT

The highly acclaimed flight simulation game for the 7x Specinum Fighter Pilol, is now available for the Commodore 64 and a's even better than the

Digital Integrations Fighter Pilot has been shooling up the charts during the last few weeks and has proved itself

sophisticated games available for the Spectrum

Commodore owners will now be able to buy what is undisoutedly the best an-lo-air hattle game available to any home micro. The '64's larner memory and better built-in facilities means that the game now includes sound effects and much improved graphics - plus all the pld options like landing combal practice and mechanreal mallunctions that were mcluded in the Spectrum ver-

Digital Integration have also rust raleased a second flying game Night Gunner, which dri ters from Fighter Pdot m that it is less complicated to play, but it has a more arcade-type feel The company are presently working on a Commodore ver sion but this won't be ready for some time yet, unfortunately

Fighter Pilot to the Commodore 64 will be released in Tale Anid or early May and should sell for around £7 00.

HOW TO SURVIVE THE RUSH HOUR!

LEMMINGS A lew years ago, a small handheld electronic game, called Game and Watch, caused quile a slii in the newspapers when it was released A lot of monte were rather shocked by the game's macabre story line

The object of the game was to



G·A·M·E·S





A new game, Lemming Syn- a company dedicated to prodreme, is similar, but steers well. clear of the touchy subject of burning prohans, Instead, il relies on commuters, who are so desperale to gel to work on time. They are willing be be bounced across a hudne less over on a moving frampoline

TERRY MOGERS

Al first the flow of commuleis is very light and it is lairly easy to get them across

As 9 o clock draws nearer however the rush hils its peak and you'll be skelched to make sure everyone gets to the other share bone dry

The Lemming Syndrome is available from Dynabyle Soft ware for the BBC model B and

ELECTRONIC WORKS OF ART

ELECTRONIC ARTS

Electronic Arts, a company renewned throughout the United new games is Archon. The States for producing games which most critics have labelled state of the art, are preparing to unleash Them range of Commodore 64 and Alau littles on the unsuspecting British public

The company has been formed by independent, some would say 'renegade programmers who have left the estab- lightning reactions of an arcade lished sollware houses to form game and Archon was bein

ducing the ultimate in computer enterlainment One of Electronic Arts' founder

members Bill Budge, had already written Raster Blaster, a classic pinball game for the Apple and Alau computers before joining. His secend game Pinhall Construction Set was even belter than his lust allemn! and has been widely acclaimed as the most sophisticaled program of its kind

Their range of games for the 64 and The Atari have been making waves in America for some time now, but England has so far missed out

However, Centresell, a Birmingham company who specialise in importing American software, will begin selling the games in late April, Though there is one small problem they cost £30 each

You can see what C&VG Ihink of Electronic Arts' Hard Hall Mac in the reviews section further on in the magazine

The most intriguing of the game's designer Jon Freeman. was dissatisfied with the limit alions of established strategy games like chess and Go: 11/ke chess but I Ind a boring When I play 1 like to spend 30 seconds on one move. So he decided to write a board game combining the strategy of chess and the

CRACKING THE CASH CODE

THE CODE

There's more big money up for crabs in a new lext adventure game which will go on sale next month with a £2500 cheque wating to be piesenled to the first person le crack the code Once you have discovered the code - which makes up a

secial telephone number - you can dial il lo claim your prize But no one ever wins these prizes, I hear you say True we've never heard anything about Artics Krackil, and the company are mysleriously tight lipped when you remind them about the cash prize no one has sp far won Then there is a certain leony

in a nink suil - commonly knewn as the PIMAN who is driving people up the wall in pursuit of his gelden sundial of Pi Watch Keilh Campbells' Advertige Column for some interesting news on this one

The manulacturers of The Cede assure me that the name is dillegent - and that someone will actually win it - even if They haven't sold three million copies of the game first

To ensure law play The Code will be send out to everyone who has sent their meney lor a copy on the 1st of July This means everyone will

have the same amount of time to The Code is willlen by a new

company called Selt Concern Ltd of Warwick and costs £9.95 for the 48k Spectrum



G·A·M·E·S N·E·W·S



A FLOCK OF FLYING SHEEP?

SHEEP IN SPACE
Jeh Minter the man behind
Commodore classics like Gudrunner and the brilliant Revenge
of the Mutant Camels is preparing to shun computer owners
and horrity animal lovers with
his new game — Sheep in

The game is set on not one, but two different planets it is a scrolling game and shares many similarlies with the arcade game Defender but it has many aliens and different.

objectives to compete The planets surfaces are arranged along the top and bottlom of the screen You have to liy yeur laser-spilting sheep between the two planets. Land ing is no problem as long as you don't mind walking upside down on the lop planet.

Both planets contain a huge artillery gun and a nuclear power staten A close watch will have to be kept on both of them as they are very unstable if they explode both planets will

be destroyed and you and your lathful sheep will be thrown into euter space, to face certain death balthing against mutant aliens

Sheep in Space is available from Ulamasoft for the Commodore 64 and costs £7.50
NB Alan owners will soon be able to buy Revenge of the Mutant Cartels

No Alat owners will stort be able to buy Revinge of the Mulant Camels for their computer. Llamasoft have promised an Atail version in the ned few morths

MAY THE SAUCE BE WITH YOU!

PASTA BLASTA Forgel laser swerds, interpalar

Inc hyper blasters and antimalter bombs the universe's most deadly weapon is a plate of hall-eaten spaghetti Pasta Blasta the first game in

Yasta blasia the first general the Pasta Wars Trilogy is set in an Italian restaurant far away at the edge of the gatavy Henz Solo, the hero of lasagne lowers everywhere is fighting to save his last few lims of ravioli from the sauce-thristy ravenous Pasta Pinchers

Armed only with his small bottle of tomalo kelchup he must squirt away the hungly monsters and dodge the parpeople running around libe tables if he is to have any chance of saving the vital rawfol.

Pasta Blasta is the first of a trilogy of games based on the exploits of the daring waiter Heinz Solo. The secend game is being

The secend game is being written at the moment and is to be called, the Ravioli Strikes Back. The third game has yet to be named, but The Return of the Pasta doesn't seem unlikely. Pasta Blasta is available from

Pasta Blasta is available from Swansea-based Arcadia software for the 48k Oric 1 and Almos, and costs £5.50

BUILD YOUR OWN EMPIRE - BY POST!

EMPIRES
When a Galactic war breaks out

There is only one winner make sure it's you. This rather apocalyptic message is the slogan behind a brand new stralogy war game

just going into the shops
Empires is the name of the
game and building empires is
the object of this four player
name.

You choose to play like part of Eaithlings, Rebozons or The War Lords of Tyre One player must be the Umpire — Ihough this does not mean he doesn't

The designers of the game say that there is a large amount of role playing in the game similar to Dungeons and Dragons.

By exploring neighbouring solar systems, mining minerals and increasing your wealth, yeu can build powerful space fleets. Cultural and cermininacations differences soon bring you into conflict with the other players. By doing battle with your opponents you can assess their strengths and weaknesses.

You have won the game when your opponents have all been destroyed and you lotally dominate the galaxy

Each player has his own casselte which loads his characteristics into the computer. The relevant program must be loaded into the Spectrum to enable the player to take his

Ounng a turn, the options open to a player are typed in and the computer taps out its response — scrolling horizontally across the screen

Also in the box are four cardboard maps of the galaxy to enable the player to keep a track of his meves, data cards for recording the movements of ships, and four separate sels of rules — one for each player

Empires was dreamed up by a new three-man software thus called imperial Software it has been designed so that it can be expanded to add greater complexity and realism and alse to enable more players to take part — uncluding a play-by-mail collion

If you lancy yourself as an Intergalactic Emperor, you'll first have to find £19.95 and own a 48k Sinclair Spectrum Imperial are based in Poole, Dorsel

ens from Empres





G-A-M-E-S N-E-W-S

YANKEE DOODLE DANDER

JOHNNY REE The American Civil War and its victories, defeals and atmostres are relived in a brand new war game that simulates the conflict that almost threatened to lear The nation in two

The name Johnny Reb is sol al the beginning of the American Civil War near a small nyer crossing between the massed lorces of the Unionist north and

The Confederate south The game can be played by either one or two players. In the one player name the computer

Taches are all important You must choose the right balance of artillery, infantry and cavalry or run the risk of having a seriously weakened delence

The object of the name is to overrun life enemy and capture their Ilag bul don't expect if Io be a walk-over - because the computer has been well trained and has quite a few surprising strategies up its steeve

Johnny Reb is available from MC Lolhlonen The Dragon 32 version costs £7.95 and the Spectrum version costs £5.50 War gaming fanalics had

better keep their eyes peeled over the next lew months C&VG's reviewers are pulling on the rack boots and covering Themselves in camoullage paint acts as an ecognism and an in preparation for the launch of imparlial referee Once the sides a new, regular war gaming have been chosen troops must column So remember to have a be picked and the battle- raid on your local newsagent every month

OPEN INVITATION FROM ACORN

ACORNSOFT

new names for the BRC micro and have ended the lamine of software that has affected the

Free Fall and Crazy Tracer are two of the games at the forefront of Acomsoll's new and more ancressive names production Alter a period of many months of inadivity the company have also just released a Hying game. Aviator, and a program based on JCB Diggers as well

Crazy Tracer is loosely based on the game Qix. The aim of the game is to till all the empty squares on a grid while avoiding all the nasty monsters who run along the outside

Free Fall, on the other hand is sel on a space station orbition a lifeless planet. As the sole suryiving member of the crew. you must delend the base bare handed from the attacks of Ainhold warriors

Free Fall and Crazy Tracer are available from Acorosoft in Cambridge for the BBC micro and cost £9 95 each

Buying BBC software won't be such a hit and miss affair anymare, providmo you live in

Acorn have opened a shop in Hennella Street in the heart of Covert Garden and the company are myiting people to come along and test out new hardware and software for the BBC and Electron computers

The shop is now opening on Salurdays, loc. so there will be no excuse for not nonome in and testing Free Fall and Crazy Fracer for yoursell

DESIGNER OF THE MONTH

Name Matt Newman

Game Fortress

Born Dorset 1968

Mati Newman is the typical project to date stered upe of a young computer whizz-kid who has made himsell a lortune writing games Dnly 16 years of age, Matt is still studying for his 0 levels but

he has already become a rich man He is too reficent to reveal how much money he has earned from programming Fortress '50 for the BBC computer, and only covly mentioned. I have earnl more money this year than any of my teachers could hope to They would be lurious if they

Matt is already a veleran programmer having had two games programs published by Tini, but coke and orange juice is Pace and Micro Power Both my favounte Fortress has already proved

All the moment. Mall is taken a well earned break from writing but he hopes to start on a brand new game as soon as he's finished his exams

Lasked him how his friends had reacted to this new-lound wealth. They are all very interested in my work I don't think any of them are jealous of my success," he replied money certainly won't change me I just want to stay the way t

Favourile Food Ice cream covered in crushed Mars bars Frequeite Brink: I quite like Mar-

were quite well received, but Favourite TV Programme Danger Mouse

olds, by Acornsoft Countries Visited France Ger many Belgium and Holland amono others Pets: A goldlish an eel, Iwo

brother Ambillions. To be able to net involved in computer research and development Favourite Bands or Groups: Gen-

itself to be his most successful. Favourite Computer Game: Planet- esis, The Doors and Pink Floyd



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Just In case vou've forgotten how team of games experts ludge the games we review on these pages, you will find a brief description of each category in what follows.

MACHINE: BBC

SUPPLIER: Pace Software PRICE: £8.95 cassette £11.95 disc The BBC computer seemed

to me to be going through a very bad paich over the last lew months The flow of games had

been reduced to a trickle of mediocre software with most companies directing their efforts towards Spectrum and CBM '64 products

Allhough the trend for further reductions in releases for the BBC doesn't look likely to be reversed there are a few excen-Ironal games for the computer - il you look hard enough Fortress is definitely one

game that earns that distinction Even though it's net an original idea if more than equals the griginal version of Zaxxon Anyone who has seen the arcade game will know that any

name that even comes clese to canturing the addictive quality and stunning graphics on a home computer is quite a feat All the game's original leatures are there and the sound

effects, generally very poor in BBC software, are reproduced I have only two small critic

isms to make of the game First, it is a little difficult to control using the keyboard, but I the challenge of that old favoursuppose it's only to be expected

with a game of its type. Second, the fuel supply runs out lar loo quickly and you ditch into the sea all too often without noticing that your 30 seconds of fuel have disappeared which interrupts the action somewhat

Apart from these Iwo peints the game is certainly streets ahead of most BBC shoot emups and deserves a place in any self-respecting software collec-

· Getting started · Graphica • Value Playability



MACHINE: CRM 64

SUPPLIER: K-tell PRICE: £6.95 You may be lorgiven ler

thinking that Space Invariers was dead and burled under pries of alien corpses But yeu were wrong! The invaders are back - and twice as mean on the Commoders 64

K-Ini's lalest release for this increasingly popular micro is called City Attak and combines ite with a few nice new twists

You control a city delence ship patrolling the skres above a city - depicted in nicely drawn graphics. The cityscape scrolls along beneath you and all is peaceful until the aliens appear!

Two rows of the little nasties are on the move toward your base back in the city centre. Can you slop them before they reach Mission Control and destroy it? Wave after wave of the aliens

come at you so it's one of those games you can never win - but emovable despite that! The twists I was talking about

come in the form of Urban

Commandos who race along the city streets intent on invading Mission Control You can stop them by hovening overhead and dropping bombs on them as they run - an extremely satisfying pastime if you manage to lake out an entire troop

Another Iwist which is not quile so easily dealt with is the nasty Neutron Mass which rolls along at ground level guided by a small red fireball. This can to the centre from above Not as difficult as its sounds - but the sarlier you hit the mass and the

more times you manage this feat, the greater your score Il you miss the mass and allow it to reach your base well, there's not much left of it.

allerwards The name is very playable -but I'm not sure about its lasting. appeal to the seasoned victims

of many ahen assaults Having said that, if you are the proud owner of a 64 and want an invader-type game, then you could do werse than shell out £6.95 for City Altak from K-tel

· Getting started • Eraphics • Yalue Playability

MACHINE Spectrum

SUPPLIER: Gargoyle PRICE: £5.95 Ad Astra will really scorch

the keyboard off your Spectrum There's nothing new here

to speak of Your space ship flies through space. encounters aliens, battle ensues. You know the plot back

What is special about Ad Astra is the quality of the graphics and the speed of the

If you've ever seen the arcade games Galaga or Gyruss, Then you'll know what I mean by a super last shool-'em-up Ad Astra is similar to Gyruss

in that the ship moves through a slightly curving plane as it dodges the oncoming planels and takes pot shots at the

The first attack wave features some very impressive planets which spin towards you revealing the details of the craters when they are at close range. You can't shoot these but have to dodge in and out of Ihem - no easy lask in the

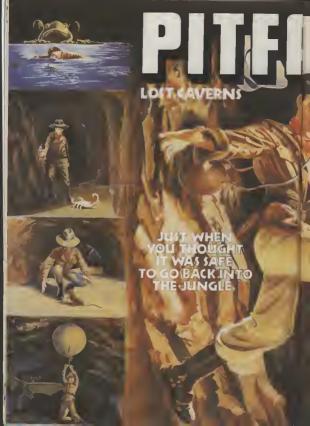
bulky Deep Space Patrol. This is one of those games where you want to get onto the next wave, then the next and the next to see how long you can survive and to see how much you can see.

Another nice louch is the laser line which has an authentic trajectory pursuing a razorsharp line until it disappears

into deepest space. Just one gripe. The alien laser fire was difficult to spot

game for the short-sighted this. This game deserves to do well If you want a plain and simple space shool-em-up for your Spectrum, you won't lind anything better than Ad Aslra

Eetting started Granbics Value · Playability





MACHINE: Spectrum SUPPLIER: Digital Internration

PRICE: £7.95 calching on al the mement wall and new Revend Sollware heres te emulale Imagines success with this is another arcade/strategy - thanklully

Psylian Itsell is the delence system of the Belula 5 installa-Iron The Psyligh scans for oncoming influders fracks down polential saboleurs and denerally makes the werld a During the game you lake on

objective is to survive the oncoming allacks A lol of strategic planning is involved and a game can take curte a

It's not words-only its graphics based, and very impressive they are too installation can be viewed frem. graphic representation on each is superb. Only lwg colours are used but this is the only possible way round The Spectrum's limit on colour

There are six levels le the game and the idea is to survive each level while also achieving can I progress to a level until belove it. Because of this and to Ing to complete the early levels yeu can save sceres to tage and continue with the same game another day in lact yeu can save the five highest scores se lar, so you can select your best

Level one is lairly straight? lorward As controller of the lis certainly complicated and Pursuil Droid on a mission from The Psytion you must seek and quite often if you've any chance. Tong for it to appear for a home



into the installation's service see the three-leaned alreas crawling through the tunnels on

given a close-up view of the area in a small windew in a corner By level leur you will lel down by some awful gramhave le send in repair crews to mai and spelling Theimportant patch up the damage caused Level Iwo has you palcolling lakes place on the same set of craphics screens bul uses a different area. Your ultimate

ebjective again is accurate liring and surviving lor a cer-Level six the linal conflict

Achieving this goal has two advantages First, you can tell linished level six el Psytion. Second if they ie not suitably impressed Then fell them that you now qualify to win a QL if the game. This really will make

game Then you'll love Psyling you'll have to come back to it

Which are being beamed down these that Clive can adually deliver the goods before some

All the nermal leatures are here - seund ellects and royslick opliens. The 20-page manual lells you almost every-Ihing you need to know but is lacks are correct. Theuch Il's well werth the £9.95

- it's not a game which you can conquer in a single silling · Getting started · Graphics

· Value · Playability

MACHINE: Spectrum 48k SUPPLIER: Micromania PRICE £6.95

> was a little sceptical about the Stack Light Rille Alter all, most early TV games had I hem and They Weren I a big hillhem so why new? Aller using it for a few

minutes, Ihough, I couldn't help destroy the alien saboleurs of winning the QL (let's just computer The rifle itself is quite

ary plastic lev gun. Il comes with a demonstration tage but we decided to review it together with an independently oreduced game Irom Micromania called

Invalen Force is based leose Iv areund a Missile Command' idea bul inslead of lines of uceming missiles you must creatures while pretecting your six cilies at the hottem of the

I had a little freuble to slart with - nelling seemed le happen when I gulled the Image: but after furning the contrast on the telly right up everything was line and the guit and soft

Allhough the title is quite light after about half an hour Aimino al the screen for long perieds also takes its toll on

The game, allhough lanly basic was enjoyable bul the graphics are only of average

standard for the Spectrum · Gelting started · Graphics · Yalue · Playability

> MACHINE Spectrum 48k SUPPLIER: Digital Integration

PRICE: £7.95

Flight simulations have lai ever the last lew menths as software houses have come to realise that many games ais want something meic ulating than the traditional

simulations new on the market and is a llight simulation of an F15 Eagle - as USAF lighter jet The game includes several tice. Flying Training, Blind Landing, Au-Io-Au Combal Practice and Au-to-Au Combat - a wide range of choices that

R-E-V-I-E-W-S

will give you some idea of the infricacies of flying a fighter jet

Silling in the cocknit, you've got an incredibly detailed and implessive Highl panel in Ironi of you which lakes up approximately one guarter of the screen This is your bible — a walchful eve must be kept on all dials at all times if you're to remain airboine

There is no landscape to speak of - the screen is divided into blue and vellow depicting the air and ground.

However, you won't have much time to look at the landscape All your concentration needs to be on your altitude. speed, artificial houzon and radar settings, as you ruggle with the controls to keep on a steady flight path and on the right bearing

An-lo-air combat is probably the most difficult of the options. but at least you're given the chance at a few practice runs belove you sel out to engage a hostile enemy

As soon as enemy aucraft are in your vicinity, a lightning symbol will llash and it's time to switch to Combat Mode which activates your guns and shows your ammunition status

After playing around with Fighler Pilot for about 10 minules. I realised that it would take a considerable length of time to become reasonably proficient al the game I was also surprised at how addictive a Highli simulation could be

Fighler Pilol is available for the 48k Spectrum, and I played it using the keyboard, although

a joyslick option is available The controls are extremely sensitive and it takes a white belore you are able to fly in a straight line at a set altitude bank and turn the craft

One you have mastered the controls, you can go onto the more difficult options like a Blind Landing and Air-lo-Air Combal

· Getting sta

BC BILL MACHINE: CBM 64 SUPPLIER: Imagine

PRICE: £3.95 If I told you Imagine's new game for the Commodore 64 was a million years behind every other comnules name I had ever seen you could be largiven for thinking it was a scathing cubic.

ism in facilit's quite a compli-BC Bill is the slory of a young caveman living to make an honest living in a haish world full of dinosaurs flying reptiles and nacqing wives

Airmed with a wooden club Bill roams the countryside outside his cave looking for some lood to whack over the head For a cavernan his diel seems remarkably modern and includes hamburgers sausages and crinkle cull chips

Once he has clubbed the food he drags it back to the cave to feed his wife and the prowing army of children II Bill doesn't produce enough lood to go jound his wile will leave him without hesitalion to find someone heller to live with

But if things are going well and all the children have been led. Bill's not the least bit shy of dragging any cavewoman he linds back to his cave. But no amount of Bill's chairn will encollected enough of her layour te hamburgers!

Bill's grogress is hampered by a convoy of dinosaurs thundering past his cave II he is wise ho'll stay out of their way but occasionally he will pluck up enough courage to sneak up behind a Tyrannosaurus Rex and by to kill it

The game has some nice Touches including the changing seasons - for instance, it is more difficult to survive during the bloak winter menths. Also a prehistoric stork by dropping habies into the cave

matched if not beltered by the mont has been collected

graphics. The character of Bill skins and the whole game has a cartoon image rather than the clude lerky diaphics we've all

seen too many limes BC Bill couldn't be more dif-TerentTrom Arcadia but I'm sure Imagine are heading for just as bid a success with BC Bill especially with a super low nuce of £3.95

 Getting started • Graphics · Yatuc · Playability

HARD HAT MACK MACHINE- CRM 64

SHPPLIER- Centresoft PRICE £30.00

Abb. not apollos climbro game^r. I screamed when the disc version of Haud Hat Mack was discreelly dropped on my desk by the Editor, who, luckily for him rapidly disappeared back into a

his office leaving me to contemplate suicide or al least resignation

But even I can be sui prised. Hard Hal Mack certainly conlains enough surprises to have even the most jaded Donkey Kong player cooing with admiration and praise The game includes all the incredients that are vital for a climbing game tice her to stay if he hasn't but has so many added features inventive twists and original and relieshing ideas that the game has an extra dimension, aeroplanes which sets it apart from any l havo soen belove

Haid Hal Mack, as the name suggests, is set on an unfinished construction site. You play the part of a haid hat trying to linish the work on a skysciaper by placing small gilders in tho numerous holes and riveling

In the second fevel you have to collect all the tool-boxes that plerodactyl takes the role of a large lying around the site. You will have to negotiate conveyor belts, weak griders and huge The game's originality is magnets before all the eguip-

Them into place.

The Ibid level proves ave actually looks like a stocky more difficult for the hard work caveman diessed in animal ing Mack who must get hold of the steel blocks and drop them through the griders into the riveling machine But you'll have to avoid falling into the

machine or running into the exposed wiring hanging from the ceiling if you want to complete the building across The Even getting

screen is made lucky by nams in the sleet guiders. The only way to move from one side to the other is to jump on the top of the two springboards and bounce over to the other side

You're all thinking that this sounds just too good to be true and there must be a catch some where Well you're right, there is one small publish - if costs

· Betting started • Graphics e Yalue · Playability

NIGHT GUNNER MACHINE: Spectrum

SUPPLIER: Oxografia Integration

PRICE: £6.95 Having played Digital Inle cialion's list flying game Fighter Pilot I was expecting the second Night Gunner to be quite similar to its widely successful

predecessor But the only thing the Iwo games have in common is they are both sel aboard

In the game you take on tho dulios of a roar gunnor, perched at the back of a lighter bomber. shooling all enemy rels and bombing fuel dumps and mililary bases on the ground

You control a sight which you use to home in on planes and reconnaissance balloons that are cricking your plane. My main criticism of the game is that the keys are placed in such awk ward positions it's almost impossible to play it without a joystick or three pairs of hands, so control of the sight is difficult The games last graphics

The No.1 Football Game ow available BBC model 'B'



Football Manager Designed by Kevin Toms

This outstanding game at skill and strategy is now widely available and you can join the many thousands of satisfied austomers who have purchased the game. This is no five minute wonder you will be playing this game for hours aver many weeks (we know - our customers tell us!).



Some of the features of the game-* Matches In 3D graphics * Transfer market

* Pramatian and relegation * F.A. Cup matches

* Injury problems * Full league tables

- * Faur Divisians * Pick your awn team for each match As many seasons as ddictive
 - yau like
 - * Managerial rating * 7 skill levels
 - * Save game tacility

· ZKRIChert Home Computing Weekly 717 64

Comments about the game from press TOO BALL MANAGER is the best gome I ave yet seen on the Spectrum and my

personal layounte of all the gomes on any gray of this galler is life short sign process of mallet highlights which show little stick men running around a pilot, shooling, detending and scaring. It is a computative game but people who cannot take game sessions of 9 people who cannot take game sessions as a house orso, which hoppemed on one hoppy Sunday, will be grateful to know that there is a save to lope option. FOOTBALL MANAGER has everything it could. The

originator, Addictive Gomes certainly deserve the name Rating 19 20 (Practical Computing - August 1983)

"When I first received this game I spent the best part of the weekend playing it Since then I have relumed to it more after than any other. The truly addid the quotiny of this game is the remarkable way it mitrors the 1983)

Versions coming soon for

Commodore 64 Dragon, Oric

and Atmos.

"I am writing to say what a great game it is I have spent over 45 hours on it. If it. D Feom - Gloucestershire





often from the Spectrum vierson

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for the list half hour And Imsure anybody who is lucky enough to have a joystick won't

have very many complaints Each of the three missions are completely different graphically and tactically. The first obstacle. you will have to overcome is the enemy's an defences of jet planes and balloons. The second mission is a low level bombing run over the countryside and the Ihnd and Imal mission is a blind hombron raid

al 20,000 ft The display also Hashes waining messages from the pilot defaring the damage the plane has incurred and the likelihood of it blowing up and crash-

ing to the ground Keeping an eye on the informatron from the pelot and trying to concentrate on actually bombing the taigets takes some time to master but its

definitely worth it! Night Gunner is an interesting and ennyable follow-on from Frahler Priol but don't expect the dame to be similar because its nothing of the kind

8

8

 Getting started • Graphics • Yatue Playabifity

SLURPY

MACHINE CBM 64 SUPPLIER: Creative Sparks PRICE: £7.95

Table manners are the order of the day in this game - or rather the lack al them

Gliding round the screen you have to slurp up yanous objects which appear However, some of them are poisonous, in which case you only have a second to spill hem oul

The central character is Slurpy, a Q*bert lookalike His language may have been cleaned up, but his eating habits are appailing. He must fravel be called a rip-off

culties I had playing the game fast-reacting joystick-imger of the nlaver

The game is set in a cave where small blue and red pills hounce around hannely mindion Their own Pac-Man-like business

But here's where the similarilv to other games ends You have to go round eating the pills by fouching them with the aliflenng lorce-field which extends in Ironi of Slurpy's nose

If they're blue then all's DK It they're red Thrs means poison and they must be rejected from the body before they reach the slomach You must sort them out by pressing the fire builton

on the lovstick But if you flimk fliaf's all there rs to this game, then you'd be

wrnno In addition to the pills or Glowburs as they're officially known, there are various other undesnables wandering the

On higher levels there are more of them, but even on early levels you'll encounter scor pions blinking eyes and more All of those can be slurged up. provided that they're blue and not rad

At the base of the cave is a row of eggs. If these are fouched by one of the aliens, then they it halch and more meanies will be

All the action takes place against the clock slav in the cave loo long and if If sfail to cave (sprivit) in The screen shakes and preces of rock start falling from the rool If you manage to get out in Irms, then alls well If you don't fhen chances are vou'll be hit by a prece of failing debirs

The vortex in Iront of Slurny's nose is the only part of his body allowed to come into contact with his lood. - if anything except a dlowbug fouches his body, hell lose one of his three

I think this game's great There are remnants of other bit games in there, but the overall theme is different enough not to

he game uses soyslick con-Izol but I found it hard to control Slurov at Irmes With perserverance, flough, I managed to reach scuren five

Slurpy is from Crealive Sparks. The new software dryrsion of Thorn EMI This makes you led more like you're buying a compuler game and less like you re getting a firdge or dishwashe

 Getting started • Graphics • Yalua · Playability

JAMMIN' MACHINE- CRM 64 SUPPLIER Task Set PRICE £6.90

Life really is haid in the music business lo nuder to reach number

one, Rankin' Rodney must negotiale all 20 screens of The game Each screen corpends to one position in the chart on the fired screen which vou encounter is number twenty and the linal barrier is number nne itsell

The rdea is to collect the musical instruments which are dotted around the screens. There are also burn notes (a musical leim) in there as well.

which must be avoided There are also patches of distortron (another musical lerm, though more polite) which will do serious damage to Rodney's health All hough the idea of the game

is great it's let down badly by being lotally unplayable Rankm Rodney dances about The multi-coloured mazes but can only walk on one colour at a time. So if he's on a blue square and wants to hop to collect an instrument on an orange square, he'll need to change colour

To do firs he must jump on to one of the multi-coloured Irrangles which will change him To a random colour

only covers how seey # is to loed the gams, but eleo how good the instructions on the cassette Inlay are. A low mark means the game takes aces to load and the manufacturer hasn't bothered to tsil you just what that fuzzy green thing in the corner of the screen ist

> Thrs melhod is far from safislactory Moving round the maze is foo complicated and The game plays more like a strategy puzzie than an arcade

As one book reviewer said ance I nut this down I couldn't hear fo nick of up again

The music's good, though Each screen plays a different lune and the rhythm is really strong. The casselle claims to exploif the 64's sound to the limit, which is live it's a shame then. That the game is so poor

The lacilifies are all their you can choose which scieen you want to start playing from and you can also save the high score lable to cassefle, which is something I ve not seen before

All in all, a prefly bermp game If you only want to srt. and listen to the music. Then it s worth the £6 90 Irom Task Sel If you're after a decent dame

for your Commodore 64, Though you'll have to look elsewhere



ESKIMD EDDIE

MACHINE: Spectrum SUPPLIER DOSER PRICE: £5.90

Pengo has successfully made ils debut into lhe home computer market over the last few months With several versions of The game already on the streets I wondered what was m store with Eskimo Eddie

Featurmo Percy The Pengum. polar bears and snowburgs, if just had to be set in the frozen wastes of the archic

Eddie warmly wrapped up m a hooded parka has to trundle across the paths of two polar bears and whizzing iceberos to rescue Percy the Penguin who's sluck at the top of the screen This level is played in Froncer slyle with the polar bears and

Starcade presents

COMMODORE 64" RRC **ELECTRON**

A fruly remarkable depiction of life cycles in freshwater environment. A semi-educational programme with high resolution graphics, crammed with thrills, spills and excitement, featuring,

Amoeba (Rhizopoda); Hydra (Chlorohydra Viridissima); Dragonfly (Erythromma Najus); Bloodworm (Phylum Platyheminthes); Jellyflsh (Craspedacusta Sowerbeil): Beetle Larva (Macroplea Leachi): Spider (Argyronata Aquatica): Wafer Fleas (Scapholeberis Mucronata); Bumble-

Bee (Bombas Lapidarius); and our special quest star

(Rana Temporaria)

Awesome . . . in its conception Brilliant . . . in its depiction Dynamic . . . in its execution

"Savage Pond is a real joy. A totally unique concept, well thought out and superbly programmed. Whilst a far cry from the usual arcade action it retains all of the excitement. It is an ideal family game and children and adults alike will marvel at the graphics and storyline . . . you will not find such an original and compelling game anywhere else. Buy it and sit back knowing that one of the most original games ever programmed was written here in Britain." - PAGE 6 - an Atan Users Magazine.

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Graphics: Arethev really se mind-blowing as the ad varte say they are? Does the screen ecroli effectively? Do those aliens really leap out of the screen at you? This le how this estegory le judged Values is the geme rasily

worth all those pennies? How long will its attraction last?

icebergs moving across the screen from both sides at vary ing speeds Percy has to be rescued three times to get to the next fevel

Graphically. This first screen contains almost no colour However, the polar bears are excellent - they look as it they've just stepped off a glacier

Eskimo Eddie Takes a bow and departs at this point You're left alone to escape the snowbuos who resemble little Pac-Men. Unfortunately for Percy they have an insatiable appetile for penguins and he he has to work very hard to escape from and kill these little vellow monsters by squashing them with blocks at ice How ever, don't relax - each suc ceeding level gets harder

I know the Arche isn't a very colourful place being for the most part, covered in white However, I do teel that more colour could have been used throughout the game. The little page is excellent graphically exciting and more colourful than the game itself

 Getting storted • Graphics · Playobility

DRAMBE SOUASH MACHINE- CRM 64 SUPPLIER: Merlin PRICE CR.95 cassatte

> £8.95 disc Orange squash is very nice on a hol day and Orange Juice sounds great on your fruil Hunks out on your computer.

Orange Squash Irom Merlin Software is almost a good game - pretty graphics lols of screens, but impossible to play The game is a Manic Miner-

style climbing game in which you control a cule little grange called Oswald

As Oswald hops his way to thal great orange tree in the sky, he has to deal with several



nasties with the customary zany names

The sparkling wits, or should I say Iwits, al Merlin seem to think that calling certain of the nasties things like Eugene's balls and the Awesome Camels is hilangusly funny. Il may be to a minority of people in the software business but it is meaningless to just about

everyborly else Screen one features the Rollerballs which Oswald has to shoot as he climbs the platforms collecting the lemons. To get onto the Awesome Camels on the next screen, he has to touch a flal at the top of the screen.

Allhough this sounds like a tairly simple climbing game, in practice if is nothing of the sort. Oswald moves far Inn slowly II takes several seconds to get to where he makes his first platform hop - which is intensely Irritaling at the beginning of each new game

Jumping from level to level is also a bil of a hit or miss business - mare to do with fuck than skill - and just far too difficult.

Getting started · Graphics e Value

MACHINE: BRC SUPPLIER: Squirrel PRICE £8.00

Frenchies are at it again Not only do they want to stop our 'amb getting across the channel, they

are also determined to actually win the Battle of Trafalgar — well, the computer moderated re-match of this his ships still seaworthy tamous battle anyway

Soulrral Sottware of Manchester have come up with a neat reconstruction of Admiral all the same Trafalgar is a good Lord Nelson's most tamous encounter with the French fleet for the BBC B You can play the computer or take on a triend in this reconstruction of the hislone event

screenful of sea - showing the appasing ships

Some stralegy comes in here You can left the size of each ship by the number of masts it has and some larger ships have more cannon than smaller ones Don'l stand up against a messive heavily armed French

frigate with a smaller, not so well armed ship otherwise you could be in Irouble

Once you've sorted out the dangerous ships, you can go by walching a pointer which scrolls down the side of the screen - you can stop it by using the space bar. When you press one of the fire keys. The display changes and you'll see two ships facino each other across the waves.

Below the ships there is a useful display showing the number of cannons on each ship, the wind speed, which affects the flight of your cannon-balls and the Irajectory of your cannons.

The wind speed keeps changing so you'll have to be quite quick alterno your aim to blast The enemy ships. These encounters continue until all vour enemy ships have been des-Iroyed - or your own titel is on the bottom of the ocean!

The game doesn't make the most of the Beebs animaline Shiver me limbers! Those capabilities, but the graphics are guite good and the exploding ships are extremely satisfying

Ymu have lens ships to play with and can add to your total by capturing enemy ships. The winner is the Admiral with all

As I've already mentioned, the graphics don't really make use of the RBC's capabilities - but combination of arcade action and strategy which will while away some rainy Sunday afternoons quile happily. A game for the younger wargame addict

However, five got one major The game begins with a criticism There are no printed instructions included in the positions of the fleets. You can packaging! With a complex manoeuvre your ships using the game such as this, it's just not shift key - which creates a good enough to have the random movement of the instructions displayed before each game starts. A big slap on the wrist, Squirrell

> Getting started • Grephics · Value



MACHINE RRC STIPPLIER: Acornsol PRICE £9.95 casselfe £11.50 disc

Amid flags, badges, specsally-made JCB ashtrays and a performing excavalor nidside Acornsoll launched long-awaited JCB Digger last month

The injention to write this came was announced almost before the launch of the BBC micro itself Unfortunately, the wart hasn't been worthwhile

The game was conceived by JC Barriord makers of excavators and the like They approached Acornsoft suggesting that a game be produced to acl as publicity for both companies One of the main conditions of the agreement was that the digger would not actually be destroyed during the

The image of the indestructable machine would not be helped much it a couple of meanies came and blew it up! So they needed a different way of introducing those meanies, and came up with the idea of them taking over the driving seal and draving the machine away.

The game puts you at the controls of a JCB digger and your tob is to clear the small island, on which you stand, of undergrowth and slony ground. Simply driving the vehicle over the area in question will clear the path

To make things difficult, there are the meanles. If one touches you, then it'll torcibly evict you from the driver's cab and go off

Your defence is to push the aliens into the lake or sea which, as the game is set on an island, is not too hard to find. Alternatively you can dig a hole and down hope that a meany will eventually be short-sighted enough to walk into il

Although the idea of the came is great, the program is far from perfect The lour-directional scrolling makes the screen button is vital in Eagle if you are

llicker badly which is narhoularly noticeable when moving no and down

Control is via a loystick or the keyboard and response from the controls is stripnish and Inaccurate I also found that the digger frequently refused to pick anything up even though I was was very frustralling.

This is not the best game for the BBC, and I wouldn't recommend it, but it you're still intent on getting a copy, then your local dealer will be happy to

A real JCB dinner costs £24,000 while lits program is comparatively cheaper at £9.95 on cassette or on disk for an

 Granhics » Value · Playability

MACHINE- BRC SUPPLIER: Safamander PRICE £7.95 Eable by Salamander Soft-

ware is a glorified lunar lander game for the BBC If you've never landed a lunar, the idea of the name is very simple. You control craft descending through, numerous levels - avoiding the

nashes Eagle has tive levels and also challenges you to collect pods to score points as you descend through the Moons of Thrug The graphics are pretty on the

out of the blue floating asler-You are also racing against

time as your tuel will not last torever untess you touch each and every ood on your way Key control in this game is

quite fun as you have a thrust button which enables you lo havver and then slowly move

Careful control of the thrust

the screen like a ball bearing in a Though not the most original game eyer to smerge from the

Salamander stable it is surprisingly addictive The game provides plenty of opportunity for deploying various strategies and you will find it difficult to out down until you

have got to the bottom · Getting started · Graphics · Yaigs · Pinyability

miles square. Allhough the scene is chiefly barren desert. there's a river, complete with bridge and also a small town called Acornsville

At the start of the game you have a pliot's eye view of the runway The screen is solil the lower half being the dashboard and the upper half the view from the cockpit.

The dashboard gives you a reading for air speed height, rate of climb, rudder and toystick position etc., and also a screen showing the











MACHINE RRC SUPPLIER: Acornsult PRICE: £14.95 cassette £17.65 disc

BBC owners can now take the controls of a Soffire courtesy of Acornsoft Aviator launched this month, is the company's first flight simulal or for the

Il was decided to go for a Spitfire, as opposed to a passenger craff, as the former allows you to perform aerobatics and special movements Lowering a 747 Jumbo to five feet and flying under a bridge is not easy.

The game is set in its own

plane's position relative to the rest of the world

Initially, you are positioned at the start of the runway and are ready for take olf. As the fuel tanks are automatically filled. apply full throttle and turn on

Al lins point, the sound affects start. The engine sound is very realistic and changes in volume and pilch, depending on which manoeuvre you happen

at low speeds, the joyslick (you can also use the keyboard) feels sluggish and the craft is

slow to respond Although you can simply lly around notching up air time, the program also awards points for special skills. There's a bridge to

34 COMPUTER & VIDEO GAMES

fly under and the lown of Acornsville to negotiate

Approaching the town, you realise the full extent of the superb graphics Al first. The enline lown is fust a small dot on The artificial horizon, but as you anorgach, il becomes a number of dots -- one for each building Then, as you get closer still, you can dislinguish between the buildings. Come log close and you li crash into the building, fly between them and you can score noints

This is one of the best flight

MACHINE- RRC SUPPLIER: Dynabyte PRICE: £7.95

3D Tank Battle as most of you can quess is very similar to Battle Zone an arcade game that had a limited success in the arcades, but which never be-

came widely successful Tank Battle's screen layout resembles the original by using white, three dimension vector graphics line drawings on the

around, instead of the scrolling action you would expect the 8 screen goes blank for some time and the new picture eventually Hashes on the screen

The program is a fairly competent attempt at reproducing Battle Zone on the BBC computer M you liked Battle Zone. Then you could Iry your luck with this game If not. Then you can leave 3D Tank Battle firmly

> · Getting started · Granture · Volue · Figyability

MACHINE: Spectrum 48k SUPPLIER: Howson PRICE 57.95

Hewson's on-boing battle with the Seiddab aliens has entered a new and has developed the deadly why 25 Luna Hover Fighter

The new craft was developed after the death in combat of Flight Lieulenani Talbol in his machine code game is not, in my ill-faled C64 and you can fly the 25 if you've got a spare £795 may be, but that doesn't autowith which to purchase 3D matically make a game good Lucattack

Allhough 30 Lunattack churns out the same tired old scenario of shooling down the aliens (what's wrong with aliens anyway?), it does have some original features

The best of these is the sound track which starts after the name has loaded. An interview helween Briggs and his commanding officer takes you Ihrough the objectives and con-This is not synchronised with the on-screen display - an

amusing Intl nevertheless The quality of the graphics was very disappointing especially bearing in mind the £8 price lag

MACHINE CRM 64 SUPPLIER: Monul PRICE £795

> Anis seem to be all the rage al the moment Inspired no doubt by Ani Attack, Pedro and a host of others, the latest is Fire Ant for the Commodore 64

Your character (an ant) and the queen are peacefully minding their own business in a quiet semi-detached clump of soil when a scorpion approaches. knocks you into a hole and carls your beloved oueen anl away

Your sale purpose in life now ing through all eight chambers without being made into an ant sandwich tor the benefit of a hunary scarcion

I should mention that you'll need a joyslick to play Ihls bitter phase now that the game - it doesn't work with the Abinadon software house keyboard, though don't ask me

> The game isn't terribly excrting in lact, it's rather slow The claim that II's a fast action pointon true Machine code it

• Betting started · Graphics · Value · Playability

MACHINE: Afarl SUPPLIER: Creative Sparks PRICE: £9.95

Carnival Massacre is one of the new games in the Crealive Sparks range which is not just an old Thorn EMI game in a new

The cartridge has all the elements of a modern horror film. Bulcher Bill and Ruthless Rick are terrorising the furtair IIs down to you to reach for your gun and shool them on sight

simulators I ve seen. The dis-



play uses no colour, but this is familiar green background of no real drawback Handling is Battle Zone The landscape is of the controls, flying is not too strange alien buildings The game comes with a map

keyboard chart and a 28-page flying manual. This is very well written and explains all the controls Although not written in lechnospeak there are a counte of advanced sections, but you don't have to read them

easier Ihan using the keyboard. bul you'll have to use a joystick without sell-centring

8

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· Graphics Value Playability

good and, once you get the hand littled with huge pyramids and The major difference between The Iwo versions is that, instead

ol moving forwards you can only spin round to face the opposing tanks and planes, so there's no running away in this The program also offers the

colons of having only tanks or Joystick control is slightly only planes attacking your gun turrel. The gun's sign is positioned using Iwo moveable markers which give you some idea of how lar and in what direction the bombs are being

> The movement of the enemy lanks and planes is very smooth. but when you swivel your gun





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the tension in an illocation way. The tirst screen shows children enjoying a ride on three big wheels. Suddenly Butcher Bill annears on the roller chaster and starts hurling missiles at the riders, sending them hurtling

groundwards. To avoid a nasty mess on the ground, our hero, Super Sam. must rush over and calch them Once you have bagged six falling kids, a gun appears with which you can fire not gram. Then you load the game shots al Butcher Bill An egg

timer counts down the limited amount of time you have to shool Bill to score bonus points Meanwhile Bill's even nastier brother, Buthless Rick, is Jerrorising the passengers on the

roller coaster by placing detonators on the tracks. Each time the car passes over

a detonator, a passenger falls out of the car providing another amusing game of catch Just to make things even

trickler for Super Sam, a vicious bouncing coil is sent bounding towards him if he lets too many nders tall to their deaths All the time the action is

taking place, the same loony ture grinds away. But there is: good news for those who get driven bananas by computer jingles - you can switch it off Fun to play and nice graphics.

though I am not sure how long the challenge of the game will last Atari 400/800/600XL £9.95

Getting started · Graphics · Value Playability

GAMES DESIGNER

MACHINE: Vic 3.5k SUPPLIER: Galactic PRICE: £9.50

If you thought that no one could fit a games designer program into 3.5k, then you'd be wrong

There again, you'd also be right Galactic Software has produced a games designer pack-

panded Vic However because of memory limitations, the program is in about half a dozen parts each of which is loaded and run in sequence

are the game base and the pame thands formulator. The game base is used whenever you want to play one of the mastergieces you've created. You trist load the data for the game as saved by another part of the designer probase and if will interpret the data and run the program

You tirst load in the graphics editor. This holds 30 characters. which you define as aliens. players objects and so on The characters must be defined tour times each to show what litery flook like when pointing up,

down, left and right Once you've created the obligatory player and target character (the one you must reach to finish the name! there are 16 other characters to use as and when you like

When you're happy, you load the screen editor. This lets you place the characters you've just defined in their positions in the game. You can put in any obstacles or scenery by first defining the characters and then placing them using the screen editor

Once the screen layout is complete you choose the colour of the player and where he will start from Then it's time to load the tune editor

You can create a June of up to 50 notes which will play continually during the game As well as the tune, you can also have separate sound effects for aliens being blasted or players being blown to bits. For this you'll need the sound generator which is yet another program to

Finally comes the game formulator which is really a long question and answer program It asks you for the name of the game, what words are to be be printed on the top score line. how tast the aliens travel in relation to the player and many other questions as well, incluage which runs on the linex- ding which keys will control the

If the Ihree free demo cames which accompany the program are anything to go by, then it seems that Galactic Software The two most important parts has a potential winner on its

· Gatting started · Graphics M/A · Value Playability N/A

> KILLER GORILLA MACHINE: Electron SUPPLIER: Program Power PRICE C7 95

BBC owners don't need to be told how good Program Power's Killer Gorilla is - it tenned the RBC software charts for several months Electron owners on the

other hand may have been unaware that this excellent version of Donkey Kong is available for their micro, loo.

The first screen is taken from the arcade name. You have to help the love struck carpenter, Mann, to climb the ramps and ladders to reach his sweetheart who has been kidnapped by the gorilla and taken to the top of The Empire State Building

Mano's climb up the ladders is hindered by the monkey's habit of throwing barrels and tireballs down at him. His only quick dimbing

Completing screen two involves survivina explodina custard pies, unpredictable convevor belts and collapsing lariders.

Screen three presents Mario with a lask resembling an army assault course He must leap across holes in the platforms jump onto moving elevators and have come across for the Vic 20 dodge the iron bars Kono

I'm sure the Electron version of Killer Gorilla will be as big a hit as the Beeb game proved to

9

· Getting started · Graphics • Valua Playability

throws amund

Playabilitys will game keep you up until the early hours of the morning. ee you attempt to complete lust one more screen in a deenerate attempt to beat it? Or does it send you to eleep the moment the introscreen appears? Could you spend hours locked away in your bedroom with It?

TOWER OF EVIL MACHINE: Vic 20

SUPPLIER. PRICE: £5.95

Tower of Evil really pushes the Vic 20 to its limits albeil with the aid of an 8k Bam Park

Had I not played it myself I wouldn't have believed it was possible to get such excellent speed and machine

It is based on the famous Spectrum game, Atic Atac, and the object is to collect all the treasure doffed at random around the castle of the evil Necromancer

The beautiful princess Diana Is incarcerated somewhere in The castle and it's down to you, Andres, to rescue her

A friendly wizard from the court of King Salimos has given Andres the power to fling fire balls which is his only defence against the Necromancer's heachmen

You will have to fight your way through eight levels of biblical-sounding nasties before you tind yourselt at the top of the eighth level to where the princess is imprisoned.

There are no less than sixly rooms in the castle, so it may be worthwhile taking a tip out of defence is a well timed jump and the adventure gamer's book and making a map

Andres is moved around the castle with a joystick or keys and, it I were to fault this game on anything it would be his jerky response to the controls

This really is nit-nicking though because the overall impression at Tower at Evil is that it is one of the best games I

At £5 95, il is also much better value for money than many of the cartridge-based games available for the Vic. Tower of Evil is also available

for the Spectrum · Bettian started • Graphics • Value

Playabili

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underground. Pixie Pete the Pot-Haler is digging lor his life! Can you help him survive?



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IT'S THIRSTY WORK

Budging up an unquenchable your layounte arcade came seems to be a common occurthe pails most other games cannot reach with Tapper.

Tapper is based on America's most lamous beer - Budwesser - which is drunk in vast quan-

the manufacturers in wisdom have given the poor

a space bar The patrons are come in a wide variety of

nationalities and costumes



After months of intensive train mission His object - In find and desirov the secret labor

In Atau's Cloak & Danner coat and fullty which sets the

scane in this thirding dame

harder to get through and have to play that toom apoin in order to descend to the next

CLOAK AND DAGGER he has a marvellous habit of

As Agent X sleps into the Idl



Lions, title-eathirs and clowns

all the slops to give them the



lound the arena in a series of hair-raising jumps through

Other levels become progres sively harder with scenes in

ol arcaders



CIRCUS CHARLIE



Following months of research and testing, Bally came up with the idea of using the lamous brand-name in a game which

The game is set in a bar in the Wild West with a frantic barlender serving pints of Budweiser to hordes of thirsty rowdy cowboys You control the bartender and have to lacand serve mugs of beer, slide them down to the thirsty cowboys who are all hollering for the bar and pocket the tips Not content with giying the

three plays to understand it The conficis have been kept

it's certainly thusty work

The cabinel is also different your drink and a loof rail for

those of you with come change from a smile to a grim secret laboratory, our infrepid agent must steal the Prof's too master, with a move and shoot loyslick Agent X's bullets will

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Name/address of pub/arcade

The manager of the pub/orcode who witnessed my score is-

His/Her signature

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how? Most Micros waste'e legre amount all memory on operating faustriam like graphics, colour and sound Cros sale had by rousing these state from n ROM memory e hope emount of the ATMACS's wholese ARE ARE ALL passing could be friend for more enhanced persistions. So the colour capability (Ag graphics, 8 bus agreamed, pewerful sound synthesis and right resiliations graphics of the ATMACS are actived with trees of drawns for one-positing power bland resiliations graphics. So what else makes the ATMOS so excilling? There s now e typewriter style half-raspease keyboand, it's directly compatible with most domestic cassetle players, and there's a write choice of software. The ATMOS is designed for conviculence, loo - it uses extended Microsoft BASIC, your printer plugs to without an RS232, and it comes complete with leads and everything

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JOIN THE JET SET

Professor Video has been talking to Manic Miner addict, Aonghas de Barra, who knows just how to get the best out of Matthew Smith's latest bizarre epic Miner Willy.

Get sel for Jet Sel Willy - it could well become the most popular home computer game

Just three days after its launch, Willy zoomed straight in at the number one spot in the

ing the same message "we just entry to his bedroom. can'l del engunh

Willy burst onto the gaming scene last year when Bug Byte faunched the zany climbing game with weird and wonderful nashes like mutant lelephones and man-eating toilets

Jel Sel Willy is the seguel sel in a sprawling mansion which our hero bought with the profits of his mining exploits The aim of the game is to get

Willy tucked up in bed. Not as easy as it sounds this, as first

ware shop in the country report- housekeeper, who is barring the rooms, it could lake you months.

Jet Sel Willy is such a lough game Ihal Professor Video lhought you could do with some good sound advice. One of the Prof's star pupils, Annghas de depending on your choice of Barra of Dublin in Ireland has come up with some hol tips and You find your way around and traps or ropes which can be deal with some of the nashes

you will encounter Now you may wonder "why the mao?" Well, unlike Manic

some time too, with every soft-. Then get past Maria, the mad, this - as, with no less than 60 To leave a room you simply choose one of the many exits and leave - appearing instantly in the room above. below or beside the last one.

> The map shows all the posa map of Willy's mansion to help sible directions of movement.

swung on or climbed and exits, There are also secrel passages — some of them very hard to find, lel alone net through (no wonder he called









Master Bedroom

The Banyan Tree

The Nightmare Room

Manic Miner is that there are slaus which may be rumped through or walked up. To sump Ihrough them, leap at them from the pround and you may, or may net, oass Through If not, try a different approach.

niactice. Do not shy away from the ropes, though, as liey are not that difficult to master and you will need this skill for later slages of the game. The secret is lurns into a flying pig being to push left if swinging right on the rope and push right it swing ing left.

When you reach the top of the are unable to on any higher II

this happens, walt for the rope decreasing each lime to swing you close to the roof and jump. Here you will find all the nasties dancing kangarogs. evil puests, mad monks, killer hirds, crazy chefs, benquins, moving flags razor blades, bar-Rope technique will require rels saws rubber ducks scissois security quarts tiving In see all the rooms.

pigs, airows, a tew creatures that are Indescribable and In the Nightmare Room, Willy attacked by hordes of Manas The tuneful To the Halls of the Mountain King' which was the

musical accompaniment to

a lide is fost. Musical pháistines, however. can switch the mustic off it they so wish Jet Sel Willy has demonstration mode, so if you want

you'll just have to

play long and hard



To the Kitchen's main stairway

One room notworth bollhering with is the into the remaining rooms When Entrance to Hades, if you do he does, he'll be straight on the manage to get into it, you will phone to Software Projects to see why claim the prize. But rest easy.

Annghas points out that so Willy fans, Annghas has prorope, you will either move onto. Manic Miner has been replaced, far he has only collected 50, mised that Professor Video will the next room or strick, as you by "I I Were A Rich Man" from items but is confident he will get be the tirst to know how it was Fiddler on the Roof — its lone the rest of them soon and get done





ROCKY'S NO LIGHTWEIGHT!

Box clever when you plue in Coleco's latest cartridge for the game infroduces that champion of the big screen - Rocky

Sylvester Stallone appears on screen at the hearning of the game in an amazingly clear computer graphics picture

The game is the second in the range designed to be used with the new Super Action Controllers, reviewed also in Joystick Jury this issue

Four skill levels are featured which enable you to slup it out for three five, 10 or the tull 15 rounds

The game is best played by

two players who can choose to There is a one player option. however, which enables you to play Rocky against a computercontrolled Clubber — and a lough opponent the Coleco

makes, ton Your boxer can be made to throw jabs, block punches deliver body punches and duck - all of which facilitate various strategies and techniques which

the player can develop The more punches you soak up. The lower your fatigue level and there is also a daze level indicator to fell you how many stars you can see The secret to success, just as any old pro will lell you, is to duck, dive, bob and

counter and time indicator and comes complete with a referee who stoops and bends to Improve his view, just as in a real bout Rocky is graphically stinerh

It's available now at £29.95

THE VERDICT An excellent	attempt at
turning boxing	Into a video
game. • Action	444
Graphics	7777
Addiction	777
Thems	4441

MIGHTY ROBOT **RULES OK?**

The graphics may be a bill crude and the representation of the mighty rabol's well detended asteroid not quite the same as the arcade version, but the CRS version of that classic space shoot-out, Zaxxon, for the Atari VCS, has all the addictive qualities of the original

Everyone with a VCS has been waiting for a decent yer. - and I don't think you'll be disappointed, despite the praphic limitations of the VCS

You won't get the 3D scrolling asteroid when you plug the The game features a round cartridge into your Atari Your

jel skims forward over the asteroid head-on and not at an angle as in life arcade game But the various nastres that inhabit the floating rock - including Mobots floating our turrets and Dodger Guns - all come al you at different allitudes, so vou'll have to duck and weave as you

blast away to stay alive long enough to meet the Mighty Zax-You can judge the altitude of vour opponents by the shadows they cast on the asteroid's surlace - a nice touch repealed from the original game. You tell your own height by the all imeter al the side of the screen. To keen

in the air, you must blast the fuel tanks dotted along the way, as well as avoiding the various barriers which appear to make your life even harder

When you make if past Zaxxon's first ground force, you'll zoom out into deep space where the mighty robot's fighter tleet is waiting for you Eliminale as many fighlers as you can before you dive back toward the second asteroid and more low

Il you make it across this asteroid. Then you win the chance to meet the mighty Zaxxon lace to lace. But he's not Very pleased about you beating his defence system and is armed with a heat seeking mis-

Only one spot on the grant robol is vulnerable and that's the missile under his arm desiroy the missile and you'll destroy Zaxxon. However, it













takes several accurate hits to delonate the missile and you'll have to be accurate in order to succeed in your mission If you don't hit it, Zaxxon will fire his weapon and you are almost certainly doomed. If you do manage to destroy the mighty robot, then you qualify for another crack at the asteroid run

speedl The game has six skill levels - each time it takes more hits In destroy Zaxxon, You'll gel a bonus fighter each time you score 10,000 points and one or two players can join the light

against the big metal chap only real spapper in the works is the graphics I reckon these could be a bit better even on the is extremely playable and a good addition to the CBS range now at £29.95

Action # Greatics THE VERDICT a Addiction At last, a good version of a Theme this arcade classic for the Atari. a Action

1111

a Addiction a Thame DEED SEA DIVING

a Graphics

Polaris is one of those games that when you first clug it in. makes you wonder if Atan VCS really has had its day and buy a Spectrum. A shame really because

when you make allowances for the crude graphics, it's not really a bad little game

Not surprisingly with a game place al sea, lhough thankfully There are no nukes doing off in the game. It is based on the Tailo the bases by moving the grey arcade game of the same name and the idea is to sink the planes. that are bombing you from above the surface

Also lunking in the deep are as it disappears lowards the enemy subs which you have to nick off by shooting missales at them from the sea bed. When you get one of these, an enemy molor launch skims across the surface dropping depth charges which you have to be careful to

Once you have downed all the craft, the screen changes to a River-Raid slyle underwater cavem You scroll up-screen. dodging the islands and banks In later stages of the game, Ihis underwater cavero is occupied by nasties whom you can shoot - this time at a much faster

Each time you successfully return to the sea battle - but with more and more nasties to deal with

Polaris is one of the Tiger vision range of games being around, you should be able to

THE VERBICT Average to good - don't rob your granty for it.

GETTING TO FIRST BASE

If you always wanted to play the know-how then now is your

chance to learn Coleco's Baseball cartridge comes free when you purchase the Super Action Controller set.

You are taken through all the stanes of the name - including Helding, balting, ortching -right up to fully fledged head-to-

players want to be balsmen. I guess it must have been the school I went to, though, as I couldn't help reaching for that

a good thump, you run around dial on the control pad

The graphics, when the ball is hil, are very impressive showing the ball gelting smaller

The Iraining mode allows you pesitiening your players, bul it's quite good fun just slegging

away at the ball The number of strikes, balls and outs are all shown on screen and, to add to the lun, the

game comes complete with an official scere cad to enable you to record your strike-outs, walks and double plays I didn't say if

recorded in the pad including singles doubles, triples and Baseball is a splended bonus

controllers for your Colecoits the sort of came that will appeal to several members of

THE YERDICT Solendid praphics hours of tun. a Action · Graphics a Addiction 2 Theme

A FISTFUL OF STICKS

Jevstick Jury does not usually nass judgement on joysticks stick to names but. In the case of The Coleco joyslicks we have decided to make an exception. Coleco's Super Action Controller Set are the most futuristic sticks the jury have ever plug-

More like hoxing playes than royslicks. They completely wrap



around your hand like a glove,

Twelve control buttons are mounted on the top of the slick to give you the normal game

There is also the addition of a stiding dial which is used for the baseball game, for example, the dial enables you to make your player run around the hases

The lovstick itself has a large red knob mounted on a fairly short shaft I would have liked this to be slightly longer, as this would give more control

Some of the games incorporale keyped overlays which make the control keys easier to

The Super Action Controllers Pricey but then It's not much use having an excellent dames machine with a set of useless

THE VERDICT If you take your game playing seriously, you won't want to be without these new Joysticks.

THE JURY'S JUDGEMENT

Here's how our Joystick Jurors judge the new games we put to tences can be very severe Action: Will the cartridge pul

your joyslick skills into the ultimale test - or will you simply fall asleep over your

Braphics: Did the programmer have a very bad case of snow really knock your eyes out?

Addiction: Will you miss break-

Theme Have you seen this most original concept of all

Our Joystick Jury foreman joystick' marks isn't really



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By Matthew Smith—C&VG Golden Joystick

THEN DE

Award Winner 1984 Runs on a 16K Spectrum

By now, most of you with have played or seen Mathew Smith's latest weind and wonderful Miner Witty epic from Software Projects, called Jat Set Willy. But did you know that Matthew had an idea which didn't nutle make it into the final version of that number one hit gama for the Spectrum? We but you didn't!

Well. Computer and Video Garmas persuaded our Golden Loystor. A ward winner, Matthew, to give us an excitance has the massing screen. And now were possible the most put of the price of this magazine. You can't say we're not generous! Matthew has been slaying ewey for a coupte of weeks to get this game to you. — we hope you kee, it's

As you already know, Miner Willy has been spending the cash he made down the mina and has purchased a visit manison — complete with a housekeeper and a cook Mana, the housekeeper, gives Wilty a hard time about the mess his guests leave beand after a mammoth

In our garma, Andre the cook has watzed off for the evening without leaving so much as a boiled egg for With to munch oil Anyway, our hero marches down to the kitchen to make imaseff a sandwich and comes tace to face with the emazing technicolour man-sating pizzad!

Can you survive the onstaught of these nasty little doughy monsters? Dere you open Whity's kitchen door? Fulf instructions are included in Matthew's listing — let us know it you like it!



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tapes containing over 30 Basic programs for the Each tape contains 15 games written by Clifford and Mark Ramshaw entirely in Basic: Castle of Doom is a fairly typical example of the very high standard of all the

programs on the tape and we are very happy that we have been able, together with Melbourne House, to print this listing to give a small taste of things to come.

The game is very similar to the arcade game, Shamus. You are trapped in a castle filled with hundreds of rooms. Armed with only a gun, you have to fight your way through all the monster-infested rooms until you meet the dark castle's owner. Only after killing him will you be freed from the Castle of Doom.

The program, although written in Basic, is remarkably fast and the graphics rival even the hest that professional software can produce. With CBM software costing £7.00 inwards, the new 64 Super Cassettes seem very good value.























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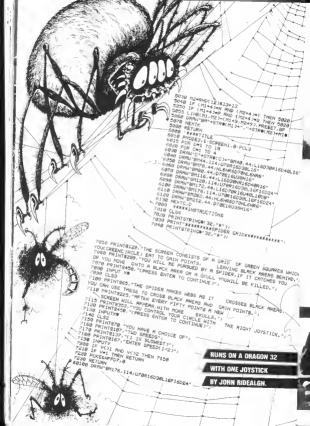
rising the rear of the engine fills the cockpt — The chequiered flag is raised and you're off You are deviving the wind is fastest car in the most situations race of the Grand Prix season. As a new hot shot driver all the

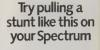
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The screen displays a tap counter and a fir score feature as well as a birds eye view of the frack will come a propose on one of the contexts an ambidiate will come to your rescue But — be warried — even your car fracted from many creaters as



498 FOR T=8 TO 488 NEXT lina . SAB '*****PROGRAM START attling 518 G08UB1888 dank 520 G0\$U62008 530 IF SCK(J#50) THEN 518 540 J=J+1 GOTO 240 1000 ************************* er to 1010 J0=J0YSTK(0) 1020 J1=J0YSTK(T) 1030 IF J0>5 AND J0<57 AND J1>5 AND on of JIK57 THEN RETURN 1048 CIRCLE(X,Y),3,8 ın 1959 IF J845 THEN X=X-13 əft 1.055 IF XK13 THEN X=238 lifter 1868 IF JØ257 TNEN X=X+13 eye 1065 IF X>247 THEN X=17 the / 1070 IF JIKS THEN Y=Y-13 1875 IF YC13 THEN Y=173 1000 IF JI>57 THEN Y=Y+13 1085 IFY>182 THEN Y=17 1090 1F PPOINT(X,Y)=0 THEN 4000 1100 SC#SC+I 1110 GOSUBBBRR 1120 LINE(X-4,Y-4)-(X+4,Y+4), PRESET, RF 1125 PLAYUR 1138 CIRCLE(X, Y), 3, 1 1148 RETURN 2010 DPRW"BM"+STP#(P)+","+STR#(Q)+ST# 2050 IF POX THEN PMP-13 2060 IF PKX THEN P=P+I3 PROGRAM STRUCTURE 2070 IF GOY THEN Q=Q-13 10 Oraws screea and sets up variables 2080 IF GCY THEN Q=G+13 1000 Reads joystick and moves circle 2090 IF PKI3 THEN P=236 2000 Moves spider and compares positions 2100 IF P)247 THEN P=17 2110 IF GK13 THEN G=173 3000 Scoring routine 2120 IF Q>182 THEN Q=17 4000 End of game routisa 2150 DRRW"BM"+STR#(P)+","+STR#(Q)+SI# 6000 Title routine 7000 fastructions and speed option 2155 PLAYSS# 4160 IF POX BND GOY THEN 4800 5000 Skull routize 2170 RETURN JOOR '#####SCORE ROUTINE 9010 LINE(43,5)-(70,10), PRESET, BF 3020 Q#=STR#(SC) 3030 FOR I=2 TO LENCOW) 3242 A#=(MID#(Q#.I,I)) 3050 R=VAL(A#) 3060 DRAW"BM"+STP#((I-I)*7+43)+",18"+"C1"+hU#(A) 3070 NEXT1 3890 RETURN 4000 '*****END ROUTINE 4003 PLRY"T403EDCL202DCL101F" VARIABLES 4005 FOR BR=0 TO 2500 NEXT BR Y - Circle co-ominates 4010 CLS4 P. G - Spider's position 4020 PRINT" YOU HAVE BEEN KILLED. " PRINT - inverse spider 4838 PRINT" YOUR SCOPE WAS "/SC PRINT - Normal spider 4835 FORL=0 TO 488: NEXT J - Screen number 4848 IF SC/HS THEN 4188 Score 4050 PRINT" YOU HAVE BEATEN THE NIGH SCORE" PRINT" Mi£ - Skuti graphics WHICH WAS" INS! "NELD SY" PRINT " "/NI® 4668 NS=SC 4078 PRINT PRINT" TYPE IN YOUR NAME." 4080 INPUTNI# 4100 FOR N=0 TO 1000 NEXT 4I10 CLS3 4120 PRINT" HI-SCORE="JHS 4125 PRINT PRINT" NELD BY "INI® 4130 PRINT PRINT PRINT" HNOTHER GAME?(Y/N) 4140 INPUTRE 4150 IF LEFT#(R#,1)="N" THEN 4178) 4169 SC=0 RESTORE GOTO20 VILLA 4169 SC=0 RESTORE GOTO20 VILLA 4170 POKESHFFD6, 0 4190 END 5000 *******SKULL ROUTINE 5005 MIW="C1F1D4F1NG2RIDIR1UIRID1E1NF2E1U4NE1L5F1P2D1R1D2L4U2R1" 5010 FOR K=1 TO (4*J) 5020 M1=RND(16)*13+13 COMPUTER & VIDEO GAMES 91





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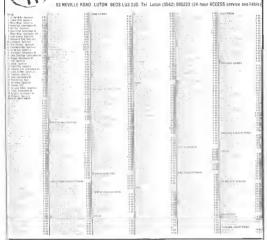
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5 RESTORE: GOSUBS000
6 P1=10:P2=12.X=12:Y=0:R=0.L=17:CT=0:TT=
                                                 190 IF SCRN(XX, YY+1)=122THENPLAY1, 1, 1, 50
                                                 0:60SLE700
-
7 POKE#25A,10.SOUND1,5000,0.PLAY1,0,1,50
                                                 195 PLOTX, Y, 'a
                                                 200 IFRNO(1)>.50AND P1<22THENP1=P1+1:GOT
                                                 0220
10 CLS:FG=0
                                                218 1FP1>2TMENP1=P1-1
20 A=FRE( ')
30 PLOT1, 24, 2 PLOT2, 24, YOUR TEMP :
                                                220 PLOT0, 20, 1:PLOTP1, 20, " УУУУУУУУУУУУ
   ORIC TEMP :
                                                230 PL010,21,1:PL0TP1,21,
35 MT*-STR*(MT):MR*=STR*(MR)
                     HIGHEST ROUND TODAY
40 PLOT6, 26, MRS+
                                                240 1F RND(1)), 50AND P2<227FENP2=P2+1:G0
45 REM )) MAIN LOOP ((
                                                250 1FP2) 2THENP2=P2-1
 50 REPEAT
                                                260 PLOT0, 18, 3:PLOTP2, 18, ' zzzzzzzzzzzzz
 60 lTs-STR*(TT).CTs-STR*(CT)
 188 TT=TT+1:CT=CT+1:IFCT>=MT THEN488
 104 PLOT14, 24, TTS.PLOT33, 24, ETS
                                                270 PLOT0, 19,3:PLOTP2, 19, ' (zzzzi]zzzz)
 120 IFP=172AND X>2THENPLOTX, Y,
                                                100 REB (( TEMP TO FIGH ))
 130 IFP=180AND X<36THENPLOTX,Y,
                                                410 CLS.PLOT0, 12, "THE COOKERS BLOWN, DUE
 135 1FP=188ANOSCRN(1,R)=32ANDR<12TMENDUS
                                                10 EGGSTREME PEAT
                                               420 RÖ≔0:GOTOS80
 IC1, 1, 7, 0.PLAY1.0, 1.100
 .36 1FP=188ANDSCRN(X-1,Y+1)=124THENPLOTX
                                               500 REM (( DRAW DMELETTE ))
                                               501 HIRES:PAPER1:INK3
 , Y, " " GOTO1000
 140 1FP=1326NDFG=@THENXX=X:YY=Y:FG=1:SOU
                                               503 GOSUB3000
                                               585 PRINT" YOUR OMELETTE (( )) OR-C'S OM
  ND1, 3000, 0.PLAY1, 0, 1, 1000
  150 IFFG=1ANDYY (20THENPLOTXX, YY, ' . YY=Y
                                               SLETTE ":
                                               510 CURSET60,60.0
                                               520 FORA=ITO23+R~C1RCLEA, 1:NEXT
                                               530 CURSET180,60,0
                                              540 FORA=1T040-L:CIRCLEA, 1:NEXT
                                              550 WALTION
                                              555 PLAY0,0,0,0
                                              570 PRINT
                                                                 THATS ROUND '; RD; "COMP
                                              580 PRINT PRESS RETURN TO TRY AGAIN';
                                              585 REP-AT: UNTILPEEK($20)=175
                                              590 CLS:PRINTCHR*(20):GCT00
                                              500 REM (( DRAW ROPE ))
                                              605 R=R+1
                                              610 IFR<17THENPLOT1, R, ", "
                                              620 1FR>16ANDPEEK(520) (>188THENPING
                                              630 PLOT15, 24, "
                      000
                                                                  648 TT=8
                                             650 RETURN
                                             200 REM (( DRAW LADDER ))
                                             705 L=L-1
                                             710 1FL>1THENPLOT37, L, "H"
                                             720 IFL=18HENGOTOB00
                                             725 PLOTXX, YY, "
                                                              .YY=1:FG=8
```

NJCHRS(4) 730 PLCT34,24, 4818 PPINT PRINT (- HOUES CHICK LEFT) 4015 PRINT .PPINT V MOUES CHICK RIGHT 240 RETURN 4020 PRINT:PRINT -> 10 CLIMB DOWN ROPE 800 REM ((LOST ROLITINE)) 4035 PRINT.PRINT 'SPACE' TO DROP EGGS' 805 PEPERT.LL=LL-1:SOUND1;LL43.8 4040 PPINT: PRINT SOMEONE LEFT THE GAS D 810 PL0138, LL, 'v' : WAITIO 920 PLOT38, LL. 4845 PRINT KITCHEN, AND THE ONLY WAY TO 830 UNTIL LL-2:PLAT0,0,0,0 840 CLS:PLOT4,12, ORIC HAS PINCHED ALL T 4050 PRINT THE HEAT DOWN IS BY DROPPING 850 PLOTIO, 14, WHAT ROTTEN LUCK! 4055 PRINT INTO BOTH PANS (TOP PAN IS O 855 IF RD>MR THE~ MR=RD RICISH 850 RD=0:60T0580 4060 PRINT" BOTTOM PAN IS YOURS)... 1000 REM ({ WIN ROUTINE }) 4065 PRINT" WHEN THE ROPE IS LONG ENOUGH 1005 PEPEAT PLOTX, Y, "v" 1010 1FY(19ANDSCRN(X-1,T+1)=32THENMISIC 4878 PRINT DOWN SO TOLL CAN TURN THE GAS 1,1,8.50T02000 1020 WAITIO 4075 PRINT" BUT IF OPIC'S LADDER GETS TO 1030 PLOTX, T, 1040 Y=Y+1:SOUND1,Y*10,8 4888 PRINT HE'LL STEAL ALL THE EGGS... 1050 UNTIL T>15:PLATE,0,0,0 1878 RD=PD+1.MT=MT-18.IFMT<1281HENMT=128 4090 REM ((PLAY TUNE)) 1980 IF POSMR THEN MR-RD 4188 MDs="8989899998785850898989999987850 1030 6010500 2000 REM ((IF FALLEN)) 4110 FORLG=!TO LEN(MDe) 2005 REPEAT:PLOTX, T, L' 4120 N:ASC(M1D&(MD&,LG,11)-42 2010 SDIND1, Y~5,8 4130 MUSIC3,3,N,0:PLAY7,0,1,500 4140 WAIT20:NEXTLG 4150 PRINT: IMPUT SKILL LEVEL 1-EASY () 2040 UNTILY>16 SHOOT 4160 WA1T20.PLAY0,0,0,0 2050 CLS:PLG12, 12, YOU FELL AND KNOCKED 4170 IF SK(1 DR SK>2 THEN 4150 YOUR PAN DUFR-4180 IF SK-ITHENMT=161ELSEMT-131 2050 PLOTIO, 14, THE YOLKS ON YOUR 4999 RETURN 2065 IF RB>MR THEN ME -RO SOOR REM ((DEFINE CHARS)) 2070 RD=0.GOT0580 5005 POKE48647.34 'LADOER 3000 REM ((DRBW PANS)) 5818 FOR A=47816 TO 47887 3005 PLAY2, I, 3, 8000 5020 READ 8 3010 CURSETE0,60.0 5030 POKEA, B 3015 CIRCLE45, 1:CIRCLE40, 1 5040 NEXT A 3020 CUPSElle0,50.0 5858 DATA38,18,12,30,45,12,18,51 CHICK 3030 CIRCLE45, 1:CIRCLE40, 1 5055 DATA7,7,3,62,3,3,3,63 'ELIMBER 3040 CURSET50,104,1 5060 DA]A0,36,36,36,36,37,63,63 'FALLER 3050 DRAW0,80,1:DRAW20,0,1:DPAW0,-80,1 -065 DATA12,30,30,53,63,63,63,30'EGG 3060 EURSET170,104,1 5070 DATA63,63,63863,63,63,63,6371 PAN 3020 DRAW0,80,1.DRAW20,0,1.DRAW0,-80,1 5875 DATA63,63,63,63,63,63,63,63'2 PAN 3080 CURSET60,175,0 CIRCLE2,1 \$000 DATA63,63,31,15,7,3,1,1'L/EDGE PAN 3090 CURSET180,175,0.C1RCLE2,1 5090 DATA21, 10, 21, 10, 21, 10, 21, 10' ROPE 3999 RETUPN 5095 DATA63,63,62,60,56,48,32,32'P/EDGE 4000 REM ((INSTRUCTIONS)) 4005 CLS PRINT:PRINTCHR\$(4),CHR\$(27)'N 6000 RETURN



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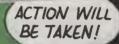
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Tension mounts as you sit alrapped into the cockpit of your high-powared Formula One race car waiting for the start of the Grand Prix. The noise of the engine is dealening as the start light lieshes green You fatten the eccelerator pedal to the floor and your car blests away from the starts got at the speed of a guided missile!

The closest most of us will come to the utilimate challenge of driving a Formula One car will be playing a race game on a home computer or sitting down in one of those monster accode Mertin, Brundle knows just what it's

down in one of those monster accode down in one of those monster accode Mertin Brundle knows just what it's like to drive one of those high-tech machines. He is a nising star in the world of F1 racing and this seeson is driving for the British Tyrnell learn He finished fifth and scored World Championship points in his first Grand Phyx roce in Brazile Lew weeks ago.

the pit stop feature better than the racing part of the game really!"

Rating: (****)

VIDEO GRAND PRIX

System: Atari VCS Manufacturer: Activision

Price: £29,95

This VCS cartridge had the C6VG learn glued to their joysticks when it was first released You drive your Atari special in a 24-hour endurence receithrough day and night, anow end tog You have to pass a certain number of cars during eech tap — or dey — to keep in the race.



Mertin Brundle, Formule One driver, Tyrred

This new Commodore cartridge for the 64 takes you to the world lamous Le Mans circuit for the equally femous 24-hour endurance race You drive through day and night time sequences

the ULTIMATED

Computer and Video Garnes asked Martin to step into the turbo-charged GAVG special and put motor racing simulations for some top home computers and video game systems to the ultimate test. Just how true to life are ultimate test. Just how true to life are factors or fine best racing dames.

VIDEO GRAND PRIX Program Nama: Pitatop Systam: ColecoViaion Manufacturer: Exidy

Price: £29.99

This brand new cartridge for the Coleon tentures racing and a pit she have long institute to the coleon tenture in the coleon and a pit she have been an eye on the way our race. If you need more out that as you race if you need more out that as you race if you need the control a pit crew to carry out the refusiling and pit crew to carry out the refusiling and tyre chenges. There are several game variations and different tracks to race on — a dring geme with a new twest Martin's werdict. You play the part of owner and beam memager in this game driver and beam memager in this game.

dover and team menager in this game You have to conserve the car to reach Formula One racing these days What's very realistic about it is the way you have to look up from the track to wetch the read-outs on the screen - for instance, the cursor which shows you where you are on the Irack - just like looking out for pit signalsi Calling the tracks different names is a bit sally really as they bear no relation to real tracks I'd like the controls to be e bit more responsive - the joystick was better than the plug-in steering wheel module It's also realistic in that you hava to keep en aye on lyre wear I liked

Martin's verdict: "It sounds like you're nding e motorcycle rather than driving e car? But the graphics are quite good and the gene is quite chellenging. The joystick response is good—but the car doesn't behave like e real.

end tace hazards like lice and tricky sections of the track like the Esses — a series of nesty St-bends. If you hit another car, you must head for the pits — to be repaired and refuelled. There are several skill levels and you have to



Merin at the wheel of the TX-1 one when you hit the snow!" Rating: (***)

COMPUTER GRAND PRIX Program Name: Le Mana Computar: Commodore 64 Manufacturer: Commodore Price: £10,00 use the Commodore paddles to control the action.

The "treck" scrolls up the screen and you guide your computer rece car eround the various hazards which appear

Martin's verdict: "The night driving leature is clever — but I was soon bored with it. The pit feature doesn't really give you much variety It's all a bit the same."

Bating: (+)

COMPUTER GRAND PRIX Program Name: Pola Position

Computer: Atari 400/800

Manutacturer: Atari

Price: £28.95

This is the classic racing game based

crowds at arcades and which has spawned Pole Position til and many computer game variations. You have to iace your car on a qualitying tap in order to get into the Grand Prix proper - chasing and passing as many cais as you can along the way Here at C&VG we quite enjoyed playing this game - but what did the reat racing

This is the game that's riding high in the C&VG Daily Mirror charts and it of track to race on and a choice of three plus a fastest lap time feature it also has a bit stop teature and you can choose how many taps you want to race Martin selected the Silverstone frack to race on - a circuit he knows

extremety welt — to judge this game
Martin's verdict: This is really pretty impressive, given the amitations of the keyboard but you need a few more Ingers! You really have to set the car up property to take the corners You also have to change dear and keep an eye on your revs. I was wondering why the car wouldn't pick up, then treatised t was in the wrong gear! You have to

we thought we'd take frim for a quick burst on TX-1 which must be the uttimate in arcade motor racing simulations right now TX-1 is a three screen 3D graphics stereo sound monster and could get to gups with the machine interest than the taservideo games at

Ataris TX-1 offers a greater chattenge than any other racing game you get into the game the more circuits you get to drive on Litimately you could be roaiing around race tracks like Monaco South Atrica and Spain The graphics are amazing - there's sounds well well tet Martin tell you

DRIVING TEST

driver think of Pota Position?

Martin's verdict: "This has the most realistic representation of the track out of all the games I've seen today. The noise when you hit the kerbing is quite reatistic - and t like the noise when you pass other cars. However, the car

Rating: (**)

COMPUTER GRAND PRIX Program Name: Chequered Flag Computer: Spectrum

Manufacturer: Psion

Price: £6.95

corners and there are markers to show something that's missing in the other Aimco barners | m surprised that none go in the world you are racing between

Rating: (****)

e thought Mr Brundte might be getting an itchy throttls-toot atter alt this messing around



alt about those sounds

"Brittlant! It's the nearest you'll get to the real thing, short of gatting into a proper car! The sound is amazing especiatly when you go through the tunnels - and you get vibrations through the back of the seat which is a sensation you get when driving a real F1 car. You can stide the car through



the cornsrs and, when you bump wheals with other cars, not only do you hear the right sound, you also get nudged over a bit on the track. The steering is very precise and the acceterator really appears to work. The graphics are great too! How much do they cost?"

We finally managed to prise Martin had to be in tlaty the next day ready to Imota circuit Perhaps his session on Grand Piix? We hope att C&VG readers will be cheering him on as he races around the world this season!

The rating system. We asked Martin to rate the games out of a possible top score of tive stars based mainty on how close the game came to real



THE NEW COMPUTER GAMES MAGAZINE THAT BREAKS ALL THE RULES

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few mosths back I tooked at some of the factors which any one thinking of burging a chees computer should bear in mind. New, on the assumption that expression of the computer should be about the same of the computer and the should be have bought a machine I am going to took at ways of getting every test drop of emproment out of the computer of the

New yearship of chess compaters are easy to gate of chess compaters when the coefficient of the chess of the

Just how good modern chess computers are can be seen in these two positions from last astimut's World Championetup semi-finals. In both of them a CONCHESS computer, on one of its top levels, reproduces a match winning sacrifice by one of the very best players in the world.

In position A from the first Kasparov v Korchnoy game, Korchnoy played and CONCHESS plays this nest lettle combination t NxPt2RxNRx8.2Exn would have come up agents 2 ... POM4 winning back the piece. Ether

way Black is a pawn up and winning The second example, position B, from the Smyslov v Ribli match, is a real blockbuster Smystov played and CON-CHESS plays the following brilliant

sequence:

1. R x Pch" P x R

2. Q x Pch N-B2

3 P-O6ch R x P

4 N-O5ch R x N

and sucidenly Whate has won a position. The first example was simple, although still easy to miss five are not a top. flight computer, but the second really is competing out of the ordinary. A lot of experienced commerciators thought the Stryslov had overreached lumself until he produced his series of

Your computer won't produce something as good as that an every game (neather will poil) for there is always that chance it is possible fact that computers have good both days until a much as intransa containly seen a chees computer lower certainly seen a chees computer lower to a child on one day and hocking a Grand Master for most of the game the next

As time goes by, your choss is sure to improve because of the regular practice you are getting against your competer. When you find that you can give the machine a reasonable game at most levels, you should senously consider journey you local chest oth. This will give you the chance to broaden your experience and style by playing against



CHESS COMPUTERS

Chess is still a firm favourite among computer gamesters and we like to keep you in touch with what's going on in the world of the chequered board. Our friendly chess expert, Jonathan Calder, has been looking at ways to make the most of chess computers — whether you're lucky enough to own one or can get to grips with a chess machine at your local chess club.

a whole range of different players. Your computer might appreciate it too!

When you do join a club, you will when you do join a club, you will really become aware of one of the great advantages of a chees computer. You play when you want to. For some reason, chees matches always take place on evenings when there is something else you want to do but when you do farcy a game—asy on a wet Sunday sheemoon—you

can be sure the club won't be meeting.
Once you have journed a club, you will soon find them asking you to play in matches against other clubs. Big clubs run several teams and small clubs are almost always short of players, so you really don't have to be a master to get a

As an alternative to playing in the evenings, there are tournaments which take place over weekends Here you will play live or aix games and have the chance to see some very strong players in action in the top sections. Whichever way you choose to play your compelinive chies, do not think that your compiler wall no tonger be of use to

There are many ways a chess computer can hetp the more sections player. The most amportant is still in providing ham with practice — regular practice and at times when he cannot get it any other way. For the senious player, the kind of practice is very limportant too—even friendly games must be taken sonously.

If you are playing against a computer purely for fur, it makes perfect sense to be precly for fur, it makes perfect sense to earn a game and start a new one if you like kelo loang or get boxed. When you can be are practising for competitive play, thus it he last thing you cloud do, liet as a the last thing you cloud for, liet as read many points are won by dogged defence or by pulsient manoseviring as are so when you have the precision of the properties of the properties of all the properties of all those of the properties.

A transing method favoured by almost all strong players in the playing of five number or bird cheeks. These size gunnes where each player has five number to complete all has moves and the first player to run out of unne lease. He first player to run out of unne lease, of experimence as you can see your good for badly budgerent rewarded on the board in front of your ma ematter of seconds. This helps a player underly has cheek institutes—just as important as columbiating ability in playing good acculations ability in playing good acculations ability in playing good

rith.

Computers have their uses at the



other end of the game as well. Whale ondings are easily the weakest point of a class computer's game. because itoraculty any computer class player can calculate further than a computer on a near empty board, that doesn't mean they are useless from the training point of view. There are a number of rules which just have to be tearr from books but, once you have learn't them, it's every instructive to try unplementing them

against an opponent. If the computer plays e move that is wrong according to the book, it's up to you to prove just why it is wrong by winning the game

You should not go away with the idea that computers are complete idiots at endings — see what a nasty shock CONCHESS gave to its fellow computer

ficcomes from a computer tournament run by the Surrey-based choses master. Make Basman, After Black played the plausible 1 K.NA, CONCHESS replied 2. P.N41 and, after Black had taken the pawn, Whete's KRP was free to steam up the board and the Black Ring was too far away to catch it. Easy to see all you know a bit alloud endurge, but allot

So if you are just looking for fun from chese or if you want to play the game at competitive level, a chess computer has a lot to offer you. The better you play, the more you get from it

One final thought which you may or may not find consoling. If your computer does help you to improve to the stage where you teel you have outgrown it, you can be sure that by then there will have been enough developments in programming and in hardware technology to boost your machine to new helpful.

For information on chess clubs and tournaments, contact the British Chess Federation, 9a Grand Parade, St Leonards-on-Sea, East Sussex TN38 0DD.

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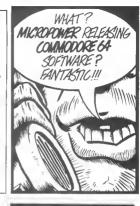
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Quo Vadis?

Lest inves we introduced you to quest which could lesd to until debto — well, a Colcon Edam micro-system anyway! Ears an interestystem anyway! Ears an interestystem anyway! Ears an interestystem part was of such as the collection of the collectio

if this magazine.
Simply read through the fellowing story and soive the questions posed within it. Don't forget to look for chast in the illustrations favery

urry up' case the AGAS, beckening furiously 'U'i

beckoning funcisity "I'll muss the KEWL" says the brown cloud, puffing and blowing as it sweeps along the road, now heading North West of course "He doesn't bang around very long in one place and i'll muss his text then I'l will be stuck for ever"

And suddenly U notice this VG-like personage learning on an elegant tally-stock and bearing a strange risemblance to somebody U know. And he appears rather cross as if he has just missed the bus.

This is the KENU." says the AGAS proceedly "We as sense soays the AGAS proceedly "We as the winds to get a bit behind with time with a tog the proceeding with a sense of the AGAS and the the

Que Vechs saud the KEWL.
The no doubt soon that UT
Be trying very hard to find the Key
To a very tacky question
Which starts with my suggestion

That U hist look very hard at C.
"It could be that U'll say
A quite old fashioned way
Of making notes for everyone to se

Will lead U to a name Of engineering fame He started all this nonsense. Woelsme!" BBC's Sainterly superson or Northshire can be seen again on Yorkshire TV's new computer show, Me and My Mitton, later in the summer:

Ranners-usp will receive control of Mainfanners new LP, Tenanis G the Letticowork — but the Brat two of yes to solve the Que Walfel ques will win a computer Sainter Galeco Rain computer system worth ever ETO.

Now read on and you'll soon be investibled by part two of our wasterney to the control of the property of the control of the co

baffling purise...
THE RULES

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form which will appear in our jusy issue.

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ns correspondents
d into.
u o Ali entrants must complete the

I ask U for the Date When water brushed its pare To for the little fellow's name for good And if U've no complaint. Pray tell me who s the Saint.

The Lady of the House it's understood?

(((a)))) (((b))))

AGAS immediately reappears having laters advantage of a slight fall intemperature to condense slightly and, recognizing that this as longh problem for one so young, throats U to the nearest thriany Making good use of the reference, section, U very soon solve this little matter and set off North once more.

U see another Big Red Road, this time off to the right it seems to disappear into a lazer and, in their artistance, shumens in in a heat murage almost as if it is crossing another such road far away. AGAS is humming a little drift to itself. Noise Mode Robing? and "Some Ded Ironing" and a cheerful CVG joins U on the way.

This GVG knows the local lerrain well and points out away to Ur right a large plan at the centre of which U can just make out a shring monument or tower pointing altywards. But Uri see all this later, says Ur obliging GVG, "Now I have to take U to the AURIC again for it has a Pronouncement to make about Uries."

And indeed U spot the AURIC once more, but this time in the company of a strange scruffy Knight. They are standing by a sharp right-angled corner in the road.

Who is that?" U ask the CVG. "Oh, that's the Ghief's cousin, Dexter We think he may have been a cricketer at one time but he has to hang around this corner nowadays waiting for Adventuress."

The AURIC is making all the signs of speaking but is struck by a flying object hurled by an objectionable AVG and promptly shifts up "Oh dear, Oh dear," cries the ACAS, "See to him, Dexter!" At which the Scruffy Knight leaps into the oentre of the road and shouts

Alas poor AURIC? Not Not He's alive!
And must bring U now ready to face
The toughest by far of the month,
Overston Fun.

I hope U are still in the race?

Prey tell me then. Questor, which timehonoured words Assembled in order quite free Can be made by the bits and the bytes

On the board

Displayed by the VGs of C?

For now it is Spring and children will

For now it is Spring and children will sing Ol Video games, Fol de Rol (*)

If 6302 is the real CPU, Ull have the solution, quite drail! But if the Z80's Ur chip me old matey, Oh Must it be lost from the clue?

Three words must U had from an empire declaned
The English one (four!) just won't do!

(((a)...)

"Fol de ROL indeed!" anifs the SGAS, "Have nothing better to do than nuck about with competer games and staff" "But I see that II ve managed very nicely so far "However, this problem needs some extra data so that U can instantly solve it "And the AGAS shouts to the AURIC. "Make with the data, AURIC" And that langual extraterrestial lookulike slowly inwinds a shummering sheet with the legend:

10, AD,26, AZ, AO 10, AZ, A9, ZA, 10 glattering upon it And without more ado, the AGAS points U East and bids

U farewell. Ur journey now takes U mto a flat domain with the big plain on Ur right now clearly visible and the shiring obelisk glinting in the sunlight. U are much troubled by this device but can, at yet, lind no reason in it. The road is suddenly busy with VG traffic AVGs flying in flocks like seagulls, BVGs digging holes in the road and CVG everywhere trying to tidy up. On asking the way. U are told. "On, on, U're wasting time," so U press on at a brisk pace. With a loud tooting of horn and crashing of gears a bus mars by scattering VGs in all directions and U

notice the KEWL franticully adjusting the destination board from the back step. It seems to be coming from a place called "MAYLEORDURE," although the dust is obscuring Ur view

Il approach a hig inneron in the read A Big Red Road goes off to the right at nghi angles and immediately after this U are confronted by two VGs called Adam and MacDonald who ask U firmly but politely to step into the huge field on the right of the road. It is amply but U hear tha breathy lones of the AGAS

intoring a little speech: Two VGs now confront Ur path Young Adam and MacDonald

The second never eats at home The first, an APPLE swallowed! hey bear upon their manly chests

Some data for inspection Just heed their names and calculate

To give U introspection. Pray tell us then the number clear. (The autcome of the feast . . . And then we'll let U pass, don't fear,

For now we'll know The Beast! The Iwo CVGs dance around U shouting "See Peyaw, See Peyew" but U see nobody about at all ... But a moment's thought soon brings the answer ...

(((a)...) and thus the Beast (((b)...)

"U can go now," cry the CVGs, "Keen going East till U see the Chief agam. He'll have Ur post problem and will start preparing U for the Big Battle that

is to come ... ""Bye. I" Il are following the path of the Fast mad all hough II are still in the burn lam A BVG stone II and tells 11 tomove South as the Chief will be there. U do this and notice that the Base is now on the left and U are commo to a Big Red Road crossing Ur path

The Chief rides swiftly up on his charger and enquires after Ur health and well-being. "I'm fine," U say, "What is

that notice I can bear over to the right?" "That, young shaver, is The Dragon of Rethal Hill and is the fiercest of his land. in these parts " "IT will have to light him next month so t suggest U i take camp here and gather strength for 'he ordeal' says the Chief senously, adding: "And I hope U have all Ur answers safely stowed away for anspection." "Other-

wise U will naver make it to the final freasure." And being weary of the

travelling. U settle down to awaii

events.

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Most hard nosed electronics businessman will tell you that the businessman was ieu you mai me domesticated robot — one you can use about the house - is at least a use about the house — is at least a decade away These Homebots would do a pit of poonering or fetch a Coke non the fridge. Now that doesn't sound that impressive in this age of hetech. But when you consider all the furtech. But when you consider all the separate decisions a Homebot must

separate decisions a homebot must make — leaving aside the mechanical make — leaving aside the mechanical problems for a moment — in order to problems for a moment — in order to fetch that drink, the problems are considerable. First, the homebox has considerable rins, one domenor has to be able to understand just what it to be able to understand just what it is you've asked it to do, then move to the place where you keep the indge. the place where you keep the Indge, open the door, identify the Coke can. grab it and teturn to the loam where Ann a som terrait in the torus

tetteshind drink

games player? Well, how about the games payer, wear any are ultimate Adventure? A robot aventurer could travel the ough, a real adventurer could travel through a red landscape sending pictures back to Natura cabe accurring becomes in a truly your TV and be you eyes in a truly three dimensional lantasy land. With the advers of the cable TV games the advent of the cable TV games networks, this may not be as far off as Meanwhile, let's get back to earth

Meanwhile, let's get back to earth for a rundown on the Lobots that are tor a rundown on the tobots that are available right now They won't be available right now They won't be able to do a great deal for you just able to do a great deal for you russ yet, but if you want to get one up on your friends who still thinks a's the IN your sciences who stall tranks a's the li-thing to have an order form for a QL. thing to have an order form for a QL, having a robot in the house is just the Read on and discover the

RESX is quite

called and does what it's told! (We came and one of those in the This bille chap is designed to grow as its owner, a demands increase. as its owner's demands increase, But again you have to use a computer to salest Ann steke to rise a bible of su personal computer ROBOTS' NAM MANUFACTUR PRICE: £9.99-6

a half feet tall - and looks a be like

dustbut shaped and comes with or

highly directional sonar system

detect markers on the ground melading a line which leads it to a

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charger which boosts its batteries

and extraguisms, 104 can see or man a voice device and speech recognition occupances so that it comes when it's

capable of sensing objects at capable of sensing objects at distances from 10 inches to 35 feet

a half feet tall — and looks a bit like R2D2 from the Stat Wars movies. It is

oustern snaped and contex was do walked an arm. It saps along at four without an arm. It saps along at four unches per second! RBSX is equipped. inches pel second! RBSX is equipped with a ring of bimpel switches and a

> The Move family comprises a gard of the of the most mitrely looking they are the most basic of all the topols mentioned in these pages as robots far cry indeed from Topo or They lange from very simple to me ange and Certainly won't be rushing round the house doing ro

S NAMES. ACTURER

The One common denominate household chores amonds; the dand is that they are motor driven from batteries and mobile, although each tobol, or t From left to right: Hero l, ?

























Developing the necessary rechnology to create a really metal accommandly to create a reasy use Homehot is entirely feasible. As

enumers to course to search the enginees steamly increase the capabilities of industrial robots — like capanismes of industrial robots — list those monsters which star in the Fish Trose monsters, which are also developing

the bits and pieces that will eventually help a Homepor feed your car The Homebot wall need to see - or 91 jeant jeej — Ita Mah at olitig kont at transitives has way atound your home have a big memory, be able to speak and recognise it's owners Andrew many transferred to a contract of the development costs are



voice, so the development costs are going to be massive. But temember, going to be massive. But temember sort in your intober at home Just look at the brodrammaple washing out in your success is some y at the programmable washing machine in the corner — that's really a robot without eyes or legs! filmwiejk kom euras pome ocarq Ultimately your entire home could be controlled by a brain - which in turn controls tohous to handle household chores like clearing or answering the telephone. The anawering the terephone the dishwashing tobol would be up to as cushwashing 10b04 would be up to as universal fourts in soapside upstate while the "beam" is buzzing away to while the beam a because another the broom cupboard teiling another tobel that the cat needs as dimen But what the carriers as asking by now has this got to do with the









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Basic is slow Very slow. When you're running a Basec program, you may sit marvelling at the apparent speed with which it churns through those calculahons, or moves all those aliens around the screen, but things are not quite as

At the heart of any computer is a chip called the CPU (that's the Central Processing Unit). It is this chip which actually does the work of running your Basic program when you type RUN. Unfortunately, it doesn't understand Basic words like PRINT, INPUT or

The CPU can only understand programa written in a special very complex language which is difficult for us don't have real words, just lists of numbers which is fine for a chip, but not for a person. However, because the CPU can understand it directly, the program will run very fast. This language which the machine uses is known as machine code.

So how can we make our programs easter to understand, and take advan-



tage of the speed of machine code? What's needed is a computer which can be programmed in near English and not those endless streams of numbers, And so, in 1964, Basic was born, This was a simple programming language, where INPUT meant read the keyboard and PRINT meant print out on

However, there was one major problem with this language: although the programmer could understand it, the computer couldn't. The CPU, you'll remember, can only understand programs written in that simple language called machine code. So what was needed was an extra program built in to the computer which could convert one language to another. This was designed, and was given the same name as a human doing the same job - an interpreter.

The interpreter is a program which usually sits in a chip of its own in the computer. Thus means that, although it's a program, you normally don't have to toad it from tape each time you use

tha machine which would be time con-

summa

When you've luushed entenny your Basic program and type RUN, the interpreter takes over and translates the first luse of your Basic program into lots of separate, short machine code instructions which can then be run by the CPU chip. The interpreter than starts work on the second line and so on, working as way down the program and translating each line into a lorm which tha CPU understands

if, when naming your program, the interpreter comes across a line which says 'go back to the lirst line', than it will have to start translating again from the top. Although it has already translated the litrst line once at the start. #Il still have to do # again each time # needs that line

The problem is that all this translating takes time which is why Basic programs run around 30 times slower than those written entirely in machine code

What would be ideal, then, is a program which could translate the enwhich means that the programs you write in Scope run very last

You'll remember that machine code is a very simple language and it has very lew instructions, so recreating some of Basic's more involved hinchons will often recruite hundreds of machine

For example, the Basic function LFN (AS) will work out how many characters are in string AS Although this is simple in Basic - you just type PRINT LEN (AS) - think how difficult it is in machine code

code instructions

The CPII doesn't have a built-in way ol calculating lengths of strings - in lact, it can't even handle strings directly. To find the length of a string in muchine code, you'd have to start at the first character and work your way along the string, counting the characters as you go You d also have to check that each character excited before you counted it. to make sure that the end of the string hadn't been reached. Next time you use LEN in a Basic program, think how

much work the interpreter is saying

your program, you are qiving away copies of the compiler too! An example ol this is some of the early copias of Blue Thunder for the Spectrum by Richard Wilcom Software

If you think that you have such a conv. load the list 5k of machine code than PRINT USR 48011 You'll then be in tha compiler and with a little experimenting you can use it to compile your own programs. If you are going to try this. type CLEAR 27001 fust, otherwise you'll get some weird bres inserted. To

run the compiled program type PRINT USR 27002 Anyway, with all those dillerent compilers around, it's about time we reviewed some So let's start with one from Salamander Soltware, normally known for their Dragon programs. The compiler, though, is for the BBC and is called Turbo

Probably the best feature of this package is that it also runs on the Electron as well as the Beeb. The reason for this is twofold - first, because it lacks all the leatures which

Mincina Mulds

tire Basic program into machine code at the start before running it. Although this means a short wait at the beginning. once translated, the program would run at the speed of true machine code - in lact, it would BE true machine code. We call this special kind of interpreter a COMPILER

So a COMPILER is a program which translates an entire Basic program into pure machine code. But why stop at Basic? Why not create other languages and write compilers for these, too? The program would have a choica of languages, but the final machine code would still be the same

Well, people did just that. As well as Basic compilers, you can now buy a compiler for Pascal, Forth and many other languages. Some companies have even invented their own for special tasks ISP, lor example, has a language called Scope which is designed for writing fast graphics games It's not really a games designer, more a program language and, because it's a compiler, it produces machine code

So every time the Basic program contains a LEN lunction, the compiler would replace it with the relevant block ol machine code instructions and, apart from the name of the variable, the code would be almost identical in all cases

For this reason, the standard routines are converted into machine code and stored, along with the compiler shelf, in the memory of the computer when the compiler tape is loaded

When compulant the Basic program, any LEN instruction can be replaced in the resulting machine code, not by the code itself, but just by inserting a diversion to the already-prepared machine code

However, there's one big problem with a compiler written in this way When you save the compiled program on tape or dask, you have to save the actual compiler as well, otherwise you won't be able to run your machine code as parts of it will be missing! This means that if you write a program using a compiler of this type, and you then sell makes the Beeb tower over the Elecfrom under normal Basic circumstances and second, because it's only 2k long in total. If you're now wondering whether or not you can lit a decent compiler into 2k. I'm here to tell you that the answer is delustely no

The program comes on cassette, with a tape version on one side and a disk version on the other If you want to use the disk version, you'll have to load the cassette and then save it to disk using the instructions supplied in the manual. Other than talling the user about this transfer, the remainder of the 28-page manual serves as the entire relerence on the subject.

Reading through st, you began to realise the limitations of the program which is a shame as the idea is very good. The lact that it occupies just 2k is amazing, even if what it can do is not

The range of commands which Turbo can handle is limited. The list includes PRINT, GOTO, GOSUE, RETURN, FOR-NEXT, LET, CLS, CLG, CALL, VDU, SOUND and IF in lact, that's about the whole list, but there's worse to come Reading on, all line numbers in the Basic program you want to compile must be between 0 and 285. Multiple statement hies are out and so are all variables except A to Z. Strings are not directly supported nor are numbers with a decumal point And we're only on page

Although this compiler is pretty rufimentary. I admit that, if you're only interested in writing sumple, fast games, then yeu may find it useful However, a good compiler should allow you to load absolutely any Easte program which you have writte nuttle past and compile it This is curtainly not the case with Turbo

Hat's a Drappa you own, you can get a Base compaier for £14.95 from Oass Software of Western super-Mare Like Turbo, it won't sumbors with decimal points but apply the facility decimal points but apply the facility proach something resembling a complete and it will cope with nearly every command in Drappa Besic. At Mount's 18. better than Turbo for the



certainly not just another games de signer Scope is actually a programming language. Originally available on the 48k Spectrum, it has recently been improved and renamed Scope 2. Owners of Scope 1 can sumply return their original cassette and, for the

difference in price et £3, obtain mk 2 Scepe is now also available on cassette or disk for the Commodore 64 To write programs here, you just write it as a normal Basic program, but each line must start with REM Se although you won't be able to run the program under Basso, the Scope compiler will know what to do A simple Sys call will compale the program, and another one will run it. The compiler does not have te be in the nucro's memory fer the compiled pregram to run. This system handles sprites, graphics and sounds. Gone are those endless POKEsto various oraphics and sound control registers. four Scope commands handle all the sontes, and a few more deal with music.

An acided extra is that everyone whe buys a cepy of Scope gets free membership of the Scope Users' Group You can

mincing words

BBC in this respect, it's partly because Dragon Basic is far less sophisticated

Anyway, to use the compiler you first write your program in Dragon Basic on the machine itself. When you're sahsfied that it's working perfectly you save it on casson.

To compile, you load the compiler and then the Bastc program. The compiled version can be run with an Execommand, or saved on tape and loaded later with CLOADM.

This is the way it should work — yeur program is perfected under normal Basic and their compiled. The reason that you find bugs, yeu cannot correct the final machine code version as easily as a Basic isting.

There are very few commands which Sprint will not support although some are written slightly differently under Sprint te get round the lack of declinal numbers. Commands not available unclude CLOAD, RENIUM, LIST, EDIT and MEM The tray functions (aim, cos tan, etc.) are also missing as these cannot be calculated without decimals. At the back of the manual is a last of units to help in returning and loading leading the blocks of uncompiled program as caten unwishble and a few helpful PCAES are suggested it fall else labels. the final paragraph says that you like the beg, borrew, buy or seal another cassette recorder." Yet the warming to potential copported the warming to potential copported if

compiler tape itself is made very clear at the front in addition to compilers which start

with Basic, there are some which have their own language it is this language which is converted to machine code, so the end result is no different te machine code produced from ongrail Basic, but because the writer of the compiler also invents the language whoch the programmer uses, it can be made more specific to certain areas

One such product is Scope from ISP Scope stands for Simple Compilation Of Plan Englash This new language has just 46 different words, and is graphics oriented Although its main function is to produce fast-moving graphics, ISP goes to gneat lengths to point out that the is:

send off for your free place of plastic, complete with special membership number and, which is more useful a telephone hothine number with a friendly voice on the other end who will help you in your hour of need while trying to perfect your Scope Program.

So now you know what a compaler does Or what a should de There are literally dozens of them areund at the moment - some costing a few pounds and some costung hundreds. Oxford Computer Systems produce some very good ones, including what's called a cross-compiler This doesn't mean that a's fed up with writing programs! What it does is allow you to write in Basic on one machine but produce machine code which will run on another So, for example, you could write a Basic game on a Pet but compile it so that the machine code would run on a Commodere 64

If you'd like more info my to about what's available for your machine, have a look through the adverts in this magazine. Or try the computing section at your local library.



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RISING DAMP - ATARI

Oops! We've done it again. Our listing for the Atan from May's issue lost a few lines at the end of page 83. The missing portion is as follows

9,X:POKE 53250, X:POKE 53251, X1:IF X1=182 THEN 2564 560 X1=X1+1:X=X+1:POKE 53248,X2 DKE 53249, X:PD/E 53250, X:PDKE

564 FGR J =1 183:GDSL8 305:M1=

555 FOR I =1 TO 158: NEXT LIRESTORE; RESTOR: 2530:085.8 1954:DIF:DIF+1:IF 566 YM=21:FLPD=35:LVFG=39:P1=77:FF= P:0:GR:0:GD=D:PBKE 53278,8 2570 WY:85:IF SE>= 1250 1HEN WIF-

2571 FL1P+IN1(9+RND(0)+4):5018 258 2690 IF LVE <> 2 OR X1 < 172 > OR X1 2602 IF FLC CFLTP THEN FOR I:1 10 3:

2618 M1:5:GUSJB 299:SI=1:RETURN MINEFIELD - 64

A bug seems to have appeared in the Commodore 64 hsting as published on page 96 of May's issue of C& VG. Line 10 is used to read 62 pieces of data, but lime 9020 suffered from the printers' guillotine and lost a few of the numbers. To cure this, add three commas after the final zero on line 9020 Also, the gap between the 0 and the 3 on line 9000 should have 2 extra commas inserted

GET DOWN, SHEP

A couple of readers here written to me with a way of obtaining unlimited lives on Acceptable's Rocket Raid for the BBCB. First out of the bag was Lee Taylor from Cleveleys, Blackpool and here's all you

have to do.

Type CHAIN "" and load the game as rmal. Lose your first two men and press BREAK when the third one appears Now type MODE 2 (return) and CALL TOP (return again),

The game will then continue as pormal, but when you lose a man you'll see a hage explosion (I hope he means on the screen: I'd hete to see a BBC in flames). This will last for about three minutes, after which time the game will return to normal. You now have an unlimited supply of lives. Only problem is that the explosion will repeat itself every 127

OF CARTRIDGES...

Letters to Bug Hunter in the past have been exclusively about computer software. So, for a change, here's one about an Atan VCS cartnige; Berzerk in fact, If you're on game 2, 5, 8 or 11, then stand at the extreme left hand exit of a maze and fire a laser bolt. It will then reappear about three unches behind

However, if you're being chased by the bouncing, eval Otto, then he'll disappear, as if by magnet

This should improve your score no end, and you have Samon Stokes from Erdington, Burningham lo thank for it.

...AND MANUALS Not only do we talk about bugs in

cartridge software, but this month I've even found a bug in a manual. We're nothing if not different, as likey say, If you've recently bought one of those Commodore 1520 printer/plotters during the special offer, you may have an early version of the manual which tells you that the printer is device

number four if you keep getting a 'device not presend error, then you may have one of these manuals. In this case, just use device number six instead and all will be well

The problem stems from the fact that although printers connected to the IEEE connector are device four, the plotter uses the serial interface, which is six. Simple when you know, isn't it?

SO LONG!

A couple of problems have emerged from deep within the Commodoze listings in April's issue of C&VG The programs do actually run perfectly, but some lines are too long to fit into one line of Commodore Basic. Don't ask me how they got into the listing (1), but here's what to do.

In Centre Crystal for the Commodore 64, line 22 is too long. Take the first statement (ZX=1E3) and put it at the end of line 21; you'll need a colon before it, though. Then you can delete that part from line 22 (including the colon) and all will be OR.

The Vic program, Minefield, suffered

in line 610. You can cure it by splitting the lane at the colon between C\$-B\$ and X-INT... Remove everything after the colon, including the colon itself, and put It on line 615, which you'll have to create as there's no line with that number in the program as it stands

BINARY BOOTS

Everyone must have heard by now that it's possible to cheat on the Spectrum version of Manic Miner by Software Projects. Type 6031769 while the game's running and a boot will appear Pressing combinations of keys will now transport you directly to the level of your choice. What no one knew before, though, was the logic behind the strange choice of these key combin-

But now, Bug Hunter Enterprises, in association with A. Kelly from Burkenhead, Merseyside, presents the explanation.

Select the number of the level you want to play and subtract one. Now convert it to binary and use keys 1,2,3,4 and 5 to represent the binary values of 1,2,4,8 and 16.

So get to your level, press the relevant keys (ie. all the buts of the binary number which are set to 1) and also the number 6. You'll then start playing on your chosen level.

Mr. Kelly states that this method works for all levels except the first. where you only press 6. But, the first level is one; subtracting one leaves zero which means that you don't press any of the keys 2 to 5. So it appears to work for all levels

Only problem as that the surprise awaiting you on completing the final screen will not appear if you get to the screen while in 'cheat' mode

That's it for another month. Remember, you can write le me about any problems you have either with the games in C&VC or in professlenal software which you've actually pald out hard-earned meney for.

If you want to save the cost of a slamp, send me s mailbox on Micronet - my account number is 012 7B6 556. But if you de, use page 89, etherwise I won't get your sddress.

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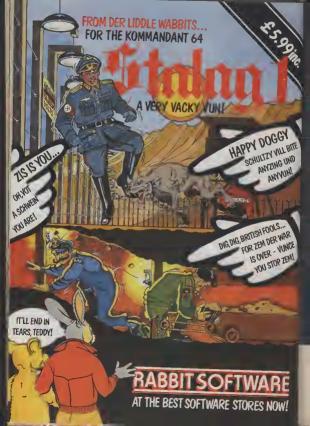


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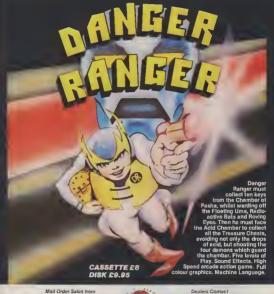


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JAPAN

END OF THE ARCADE ACTION?

Since writing the article on the Jepanese arcade scene in or February issue. Tom Seto has been back to Jepan to report or exciting new developments in the Japanese computer and ercade industry. Here'e his report.

The Jepsmose arcade inclustry seems to be at a turning point. I vasted numerous arcade centres around Tokyo and, although the games they had were completely different from the ones I naw a year earlier, the manufacturers certainly look as if they have run out of original ideas for arcade parises.

The current trend is toward sports smaltchore. Hyper Olympics, or Track & Feld as its called in Britain, as the best example of this. You can take part in six different events — the 100m dash, long jump, javelin, 110m hurdles, hamtuer throw and high jump. The game has great graphus and the characters run and jump realistically.

It's really easy to play. All you have to do is bash away at the run and jump buttons! I'm sure many of you have seen this game at your local arcade already as it is widely distributed in this country by Tastel.

Rorami, who produced the game, ran a Hyper Olympics competition in Tokyo during February and the first prise was a trip to the Los Angeles Olympics the summer. In addition, most of the arcade centres dotted around Tokyo had a large number of Hyper Olympics machunes, which made 8 a major hat.

There are many other sports simulation games in Japanese arcades. Pro Wrestlung, Boxing, Women's Volleyball, American Super Ball, Baseball, Soccer, Doubles Tennis, Roller-Skating, Water-Sloing... You can play the entire Olympics on an arcade machine!

Personally, I get more out of watching March of the Day, but then some of these sports simulations are quite amusting—Pro Wrestling for example. You can even play a tag match—complete with angry crowds of speciators raging in the background as you pile drive your opponent.

There are now — as you'll know if the composer & Vrice Games carefully a sweral laser duc games on the market. The most notable is Laser Grand Prix, a Formula One tacing game, featuring live film of a race track.

Apparently Tatto, who make the

game, had a staff of over one hundred filming at the Fuji Grand Prix circuit. Each firame abot was analysed to calcusate the position of the ground, with respect to the computor generated cars, so that they appear to be running on the curvait.

This is not easy, since cars must be placed at the right position and angle on the screen, otherwise they will appear to be floating above the road.

At the moment, the pride of every arcacle centre in Japan is the Tazmi TX-1 motor racing game. This machine is usually piaced in the most prominent position in the arcades Forget the laser class games, TX-1 is about the best arcade machine ever invented.

arcaine machine ever inventor. This giant racing game has three large screens which totally fill your field of view, and an excellent stereo sound system. The turbo-charged F-1 graphic racing car is about three times as large as the Phile Protetion.

The sound is amazing, especially the echoes truste and just outside a tunnel. It is quite unbelievable that a computer can generate such realistic sound effects.

The machine itself is much larger than ordinary machines. It has a steering wheat and gear lever which wouldn't look out of place in a real car. It also has brake and accelerator pedals — aome people have lound the game so realistic that they've been looking for the clutch needs in fractic momental.

pedal in frantic momental: The extraordmary fact about this TX-1 is that it was Tazm's very first arcade machine. They have previously avoided the arcade industry. It's surprising also that they decided to jour when most of the other manufacturers are concentrating more on home computer soft-

ware. The sad fact is that there's no doubt that the arcade boom is nearing its end. Most of the arcade centres I visited in Tokyo were only a third full at best. It is simply not 'trunchy' to play arcade games now. Thus is despute the fact that most arcades are running the latest state of the art machines — like the TX-I.

Most areade companies are now wisely considering moving into the home computer software market. The major cause of the decline of areade machines is due to the fact that you can play video games on a home micro for free. If you can't beat them, then join them!

Those who are already selling home computer software are Namoo and Konami. Namoo created such masterpleces as Pac-Man and Fold Position. They also have versions of Xevious. Tog Day, Mappy, Collasson and Pac-Man for vanous mucros. Most of them are hunted due to the capabilities of the host micro, but they all have the same algorithm as the arcade version, so you

can apply the same tactics.

Nowadays in Britain, nucrocomputer versions of old arcade games do not sell all that well because there are so many different versions available. However, in Japan, the computer boom has just started.

Games such as Pac-Man, which as considered out of date by the British, are selling extremely well. There is even a serious shortage of Namico's games cartridges.

Japan is approximately one year beland the UK and US in terms of computers sold. The hardware is excellent in terms of performance and reliability, but the mumber of computers sold in Japan is relatively small. This is about to change, however, with the advent of ASCII Microsoft's MSX standard, which allows software and hardware compatibility between differing manufacturers. Namoo and Konzmi are concentrating on convert-

ing their games to MSX standard.

By January, Koram had 10 of their games converted to MSX. These include Frogger, Time Polot and Super Cobra, but their biggest his Antarchic Achvenner, All Konam's games come in the form of an 8k ROM cartridge and they can be used in any commisser which uses.

the MSX standard. There are over 20 of these:

Let me describe Antarctic Adventure, my favounte MSX game, in more detail. You control a cute little pengun with a pair of slates slicing on a vast too field. Your aim is to reach the exploration bases of various countries dotted around.

Antarctica within the time limit. You can see the penguin skating along in very smooth 3D graphics. There are numerous holes on the ice which you must jump over. Occasionally a red fish will jump out and, if you catch it, you



emerge but you cannot jump over this creature so you must carefully avoid him. If you fail into a hole, you can see your penguin furiously trying to climb out, which is very consical. The jumping action of the penguin is excellent and the approaching soals and fash are very

neabstic

For some absurd reason, this game is advertised as an educational game for geography? The only thing you are likely to learn is the location of every exploration base in Antarctic Sali, I reckon that Antarctic Adventure is about the best non-violent home computer arcade game ever!

It was in late 1982 when ASCII Microsoft, who premously supplied modified versions of Microsoft Basic to the Far East for Microsoft US, talked to several computer manufacturers in Japan, prooring to set a standard for eight but

home computers.

At that time, there were a vast number of home computers which were not compatible with each other. This doter-

red potential computer buyers and the computer boom never took off in Japan as it had done in the United States or in Rotain.

The manufacturers thought it was a great idea and after lengthy discussion, on the 16th of July 1983, ASCII Microsoft together with Microsoft US, held a press conference, amouncing the MSX

paier.

Despite receiving a cool initial reaction from the US and Europe, most of
the Japanese manufacturers enthusiastically developed their versions of MSX
computers.

By late October last year, the first of the MSX machines appeared from National Panasonic. Hard on their heels came 11 other companies determined and to mass the Christmas sales. By January this year, there were 12 manufacturers selling some 20 different models using the MSX standard.

MSX computers now represent 30 percent of the total computers sold in japan. It is set to become the biggest selling consumer electronics product since the video tape recorder.

So what is MSX standard? Bancally, all MSX computers have a common hardware design and the Extended Micro-

soft (MSX) Base.

It might sound silty — 12 manufactures making muchines with the same hard and software — but they all tend to add little entries to make their machines as different as possible from each other.

as different as possible from each other.
Take Yamaha's MSX computer, the
YIS 503, for example. It has all the MSX
standard hard and software but, ontop of
it, they built in a special synthesiser chap
to turn it into a polyphonic synthesiser

To them is man to polypriodic symmetries because there is no need to rewrite software for different breeds of MSX machines, the software houses, who were previously complaining butletly about software incompatibulty, are now extremely happy with MSX and can concentrate on writing original software rather than converting of material.

People can now buy MSX without fear of lack of software and the large number of competing manufacturers means that they can expect high standards and availability.

MSX Basic is a vastly expanded version of Microsoft Basic found in Dragon and Apple micros. It also has features of G W Basic which is used for 16 bit microcomputers.

It supports two text modes and two graphics modes, the maximum resolution being 182 x 256 dots with 16 colours. It can handle up to 32 sprites which can be moved 'above' the actual screen without disturbing it.

One thing you can be assured of is that the companies supplying MSX games don't publish any rubbush. This is understandable when you consider that they were the people behind the video game boom as the first place.

The MSX standard gave them the perfect opportunity to expand — and they are resping the harvest of their past effort.

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(317/47/11/23

By Garry Marshall

MAKING THE MOST OF YOUR 64 PART 3

When you first switch on the Commudene 64, it appoints to be a commental character-based computer. This impression is restoricted by the presentation. It can be great that the presentation of the be great that the build the present to the extent of using thom to type pictures may be great that the presentation of the pretable of the presentation of the presentation of the pretable of the presentation of the pretable of the preparation of the pretable of the pr

However, the Commodors 64 can display high-resolution graphics. When it does so, it gives a resolution of 320 by 200 dots, for every dot on its screen is then available. The character-based screen gives 25 rows each with 40 character positions, and the dot matrix does not be a seried of the series of the series of eight does that of the series of the

The high-resolution mode is known as the "bit map" mode on the Commodere 64. It is set by placing a 1 in bit 6 of location 53285 without disturbing any of the other bits in thus location. This can be done but.

POXE 53255, (PEEK(53255) OR 32) Location 53272 establishes where these two areas of memory are to be flound, and POXE 53272, 24 postforms the bit map from locations 8192 to 16383 (this 18 fix othet a mail amount of it will not be used). It also selects for the continue 1044 to 2023 for storing the continue 1044 to 2023 for storing the continues 1045 to 2023 for storing the continues.

In the block of locations controlling the screen colour, each location controls the colour of a block of eight by eight dots. The most significant four bits determine the foreground colour and the least significant four bits the background colour. In this way, to do our plotting in white (colour 1) on a green (colour 5) on the colour shall be sufficient for the screen colour shall be sufficient to the sufficient significant four life in the same significant four life in the sufficient significant significant for the sufficient significant s

FOR N=1024 TO 2023: POKE N, 21: NEXT N.

The screen can then be cleared so that it just shows the background colour by: FOR K=8192 TO 16383; PORE K, 0:

NEXT K
These two loops take some time to complete.
Each location in the memory can stope

eight bits (a tryte) and so it can control eight dots on the screen. In fact, each byte controls a row of eight dots. The bight controls a row of eight dots. The bight controls a row of eight dots, and microless the way that the locations in memory corresponds to the nows of desix. Within each byte, but 0 controls the dot at the right of the row and but 7 the dot at the right of the row and but 7 the dot at the

Thus, to turn on an inchvidual dot, we must find the byte controlling its row, and then find the bit that controls it if the dot rows are numbered from 0 to 189 and the dot columns from 0 to 318, the dot in cotumn X and row Y can be turned on her.

CCOL=INT(X/8) CROW=INT(Y/8): R=Y-6*CROW BYTID-8192 + CROW=320 + CCOL*8 + R BIT=X-6*CCOL: BIT=BIT-7 POKE BYTE, 2 BIT

This just turns on a single dot, but if any other dots in the row of eight are already on, if will turn them off. The last instruction can be amended to avoid

this if we make it: POKE BYTE, (PEEK (BYTE) OR 2 BIT) The following program incorporates

all these ideas and, by calling a subroutine to plot a single point repeatedly, it draws a line on a screen. The program is

10 POKE 53265, (PEEK(53265) OR 32) 20 POKE 53272, 24

30 FOR N=1024 to 2023: POKE N.21: NEXT N 40 FOR K=8192 TO 16383; POKE K.O.

40 FOR K=8192 TO 16383; PONE K,0. NEXT K 100 FOR X=20 TO 180 110 Y=K

120 GOSUB 1000 130 NEXT X 140 END 1000 CCOL=INT(X/8)

1010 CROW=INT(Y/8): R=Y-8*CROW 1020 BYTE=8192+CROW*320+CCOL* 6+R 1030 BT=X-8*CCOL: BIT=7-BIT

1040 POKE BYTE, PEEK(BYTE) OR 2/BJT) 1050 RETURN

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CHALLENGING SOFTWARE

Less than human, far more than mere computer. The Psython controls the mause behald is lotatilition. When the oftack comes, it will cope with defensive demands which would know a human brain unthinged, computer crowls scannibled. Damage is any sector of the base must be assisted and it effect on the fobis of the intelligence could be unusually and the fobis of the intelligence could be unusually as and the computer of the computer of the computer of the computer of the psychological psychologi the robnic of the installation calculated intrinediately.

Human lives will be expended as necessary bull if the Psytron ever

opes down The Sinclair Spectrum has always attracted the hest programmers. It's always had the most innovative software.

Psion Scrabble, The Hobbit, Jet Pac and now.

Ten screens of stunning graphics, animation which makes other programmers gosp, a 20 page baoklet of hints, tips and help with the discavery of each of six levels af play.

> How long can you survive the Final Conflict? A true Psytron would last an hour and a Sinclair Q.L. goes to the first person to match that feat





FOLLOW THE BOOZER'S TRAIL!

We've had Adventure Ouest Dimoson Quest and Just Quest The quest to end all quests must surely be Pub Opest from Dream Software,

Thus cheeky game has the player in search of money to pay off his debts at the Chequered Flag. The said cash is ludden somewhere in the sewers Of course, I had to pop in for a quick one belore trying in earnest and was somewhat miffed when I med to buy a putt and was asked "What wir", buttons?" That is where Adventure games differ from strategy games - in the latter, one is always endowed with the wherewithal to start off with

If you think from the title that this is a game to be played in convival company with a few well-oiled friends forget it! You need a clear head! How often does the adventurer use the phrase LIGHT TORCH? hast think about it! Now think about it again! Silly, usn't it? Who'd want to set one of those on fire? Well, that's the sort of clear thinking you need for Pub Quest!

Thus us a text adventure and colour is used quite effectively as a code to the type of message being displayed. Response is quite fast and the game is played m real time, the player having the option of one, two or three hours in which to complete his task.

Pub Quest, fun but as hard as the ground under the apple tree, is from Dream Software Ltd, lor the Commodore 64 priced £5.95 - and well worth

THE PIRATE RETURNS!

"You be lorgetful, matey," says the purate, and sulks off anordy. Of course, 1 knew what he was after, but I just didn't have any to hand. No, surprisingly enough I hadn't consumed it myself -I'd not found any!

Pirate Adventure, the second in Scott Adam's original senes, is generally considered to be the easiest. The 14th and latest takes you back to Pirate's Island - but a slightly different and much harder island it is from the one you thought you knew!

THE TEAM

are here to help you and, efully, to help you help other Adventurers in distress. I read all your letters and some I pass on to the rest of the team to deal with. Not being superhuman, I cannot possibly answer all letters. Ann come to with possibly answer all letters AND come-up with a column each

month:
So here's the team;
PAUL COPPINS — super Adv,
turer with an Atari bias Paut
aged 20, lives in Stanford-le-Ho
in Essex and has a full time ig
Nearly all his spare time is sporying the latest Adventures ar enswering your pleas for help. And a very thorough job he does tool The chances are that, if you have a problem with an Atan game, or an query, you will have, or an

SIMON MARSH — a great guy to has a way with Dragor non made his debut on the Rai simon made his debut on the Hadd Sussex computer program re-certly, talking on that very subject Simon, aged 17, is a rugger-playing sixth-former from New Madien is Surrey, and has ways and means of getting his roll of vide the Adventure secrets if he does know the answers himself if you

toply is from Simon, you may have to excuse his handwriting. The chances are that he has had yet another rugby accident. They always seem to affect his hand or

seem to affect his hand or warmen and the period of the pe

ase — help us to help you! ke sure you include your dress. We have had lette urned by the Post Office w complete addresses and ev rearry, please (we're not clair voyant), and name the micro on which your are playing. The same game can have a slightly different solution on various micros.

Scott seems these days to delight in dropping Adventurers straight in at the deep end Bruce Banner started off hed hand and foot, Pirate 2 starts oll where it's too dark to see!

Ol course, Adventurers have been plunged anto darkness unexpectedly before, and expenence suggests that there is a lamp, torch or similar device fairly handy - certainly within nondying range! That was my theory. anyway!

Eventually, the fact I sufler from astigmatism paradoxically helped me to focus on the problem more clearly, and get into the game proper. My wife, who doesn't have the same affliction, was

There are plenty of mystenes to work on, as well as the problems immediately to hand. Why I should want to make glue, especially at some remote place I never heard of! What use will the Pirate be this time if I can get him out of his sullr? Meanwhile, I have lound the lamiliar

crack on the hill, and even been inside! Returning is another matter and, at this point, the game has an innovative approach, and a definite link with its

Adventure No. 14 is by Scott Adams, and is available from Adventure International for a wirle range of machines on both disk and tape, some versions with graphics For options and prices, keep your eve on the adsi

BY KEITH CAMPBELL

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CYGS



CREDIT WHERE IT'S DUE . . .

The Wizard and Princess rhyme is rom Dave Smith of Rainham. Knight's Quest clues come from

Thanks to Mark Boddy tor Snowball, Tim Shelley for Xenos, Brian Moore for Deathmaze, and the rest come from usl

jeed the crocs! You must use magic Saprible of the everglade, ilinan-bar a aras ant -- 1 unwald set and the special of the special of the set of

directions you must walk, willy, will light takes to take to seem on your outsit and it water and the look hard at the stool flat, look hard at the seem of the look and the seem of the look of the seem of the s KNIGHTS QUEST: The impassable Glant has Diagonphobia. If in the desert you are stuck, with no place to go, you're out of fuck. Different displacements you must walk, puill

in the bag until you've cracked it. So wave goodbye to your problems! 00000 CYZLE: The game's not dum ssajasn e s alaul ' are paid visits in the spring, by something which has a sting, to find the yewel bring lightly a short subject. The quicksand is thick — try the ackstocke. The landslide — the packstocke.

OF BLACKPOOLE: Plants on a gont of ab , gain out duR fored

MCESS: MILL ING cetting. Get up there quickly and nember the Moodoo Castle lines out making a sland around the

snothud ynsm oot grintsug DWBALL: Don't waste time calculator with you!

don't torget to take the mit send the tirst one three tim tion tive times, the other four DEVILHWAZE 5000. To escape the

GUIDE FOR BILBO

I have always found that The Hobbit stands alone above all other advanlures, in the degree of dilliculty I have answering readers lellers for help Despite having a check list of many box I lind myself struggling to answer some of the questions I receive. Other adventures have a sel answer to a given problem - Hobbit problems have different solutions according to the circumstances of the game.

Hobbit players will be delighted. then, to hear that there is now a book available to help them in their quest. A Guide to Playing The Hobbit, by David Elkan, takes the Hobbit player through the adventure at three different levels.

The first part of the book untitled Through the Green Door, explains Inglish Language, gives advice on collecting treasures and describes doors and passageways, and the characters encountered in the game There are also tips on mapping and 9COTING

Part Iwo is a Hobbit Helpline and divides the game up into seven sections, such as The Goblins' Caves and The Elven King's Halls. Each section is introduced with a general discussion on tactics and objectives, lollowed by a

ther of tips calegorised as HELP HINT, FURTHER HINT and EXTRA HINT. The last two levels of hint are written in a simple code and cave fairly direct clues. The aim of the section is not to cave a solution, but to help the reader help himself through the game

The final part of the book coes through the game location by location (there are 50 in all), with a detailed commentary on what to do, what much happen and how the player should proceed By following this section, the player should no doubt be able to complete the game without too much dalliculty.

Having perused the book very thoroughly, I decided to put at to the test and what beller way to use it, rather than take me through the game, but to answer some of the varied Hobbit problems of waters to the Adventure Helphne?

The exercise proved unvaluable allowing me to give lar clearer answers very quickly. Although not overlong some 60 pages in all - the book is logically arranged, writen in a clear. easy to lollow style and, being the perfect companion to the game, should belong on the bookshelves of all Hobbit players

A Guide to Playing The Hobbit, by David Elkan, is published by Melbourne House at the modest price of 29.83

THE REPLY ...

The following Colossal clues come in verse from Geoffrey Redburn, in answer to the Bumpkin's Lament Y2 carved upon a rock Leads you to a metal block Pyramid-shaped and platinum

bound. A magic word just must be found The rug, though seemingly should

Is a red herring - just you try! Its use is points for final score, To get you through repository door I've played the mainframe in the

For weary months and months sat I

That final room where dwarfs

fly.

SKY

abound. And snakes in pits he coiled

Be wary in this deadly place Lest you explode without a trace. Colossal caves now in the past, Were swapped for 'ventures with new cast

Now i suffer stings and bites. Avoiding insects wanting fights The Temple of Apshar can kill. You'll find me there with Strider

Where is the magic armour found, Inlaid with Mithril, metal bound? I've been on levels where, it's said, A wraith's cold breath will freeze

chill

you dead But still I search in vain, it seems, For Mithril armour Merely dreams!



NEVER MIND THE OUALITY. !

Your company, Geographica, is working on a project to produce Mappamundi which students of pidoin Letin wall quickly translate as 'Map of the World'. But this one is to be different - it is to be computerised and to include other scenarioe

Suddenly, something inexplicable happens, and world Iravel is brought to a half - even driving home from work becomes difficult. The world map has changed Millions of people mystenously disappear, including your wife

Thus reads the short science fiction story, Width of the World by Jan Walson, which forms part of a new package from Mosaic Publishing. Mosaic specialises in 'Bookware' - complementary book and soltware - and an Adventure game of the same name by Simon Gould. accompanies the book

Playing Width of the World after reading the story ollers the adventure

player the chance of making a all end happily ever after, for the game takes up the theme where the story ends

The setting of the events is an unusual one for science liction - right in the heart of rural England between Forby and Launchester You start by your bungalow at Ferrier Malvis, and the game takes you use the surrounding countryside, where you may visit the village shops, your small poliery works and your old office at Geographica.

There are various side puzzles to be solved on your way to solving the game il self which is enhanced with graphics. I say enhanced, because, being a bil of a purist, I am not usually too keen on graphics in an Adventure - all looolien the repetition of pictures slows down the game and leaves little to the irracination But in Width, the graphics are intaled to just a few locations, and display, unless requested otherwise. appears only on the player's first visit There is just enough to make a light break from the text every now and

again, and to provide a little variety The game is written in Basic, but the Spectrum's response is quite last. The output /input mode is a little unusual, in that the computer's teply is quickly displayed, and input is inhibited during a pause for reading.

I left Width feeling that here is a game thal is not mind-bendingly difficult, but certainly not a dead give-away. Il is a light-hearted excursion, with a himorous disposition

For example, I had to fix a revolving door belore I could enter a building. On being successful I was fold "You didn't know you could mend revolving doors. chd you?" In the true spint of Adventure. the player can have the salisfaction of achieving things which in real life might be totally beyond his canabilities!

Width of the World includes the short story and Adventure game for the 48k Spectrum. Published by Mosaic, it is a new release available through lohn Wiley at £9.95.

PRICKLY PROBLEMS

Dave Watson and Paul Wood of Gtoucester have come up against it in Countdown to Doom They have encountered a six-headed, 600-toothed monster which is preventing them from collecting Dilethium Crystals. And they can't catch the suicidat blob with the net, withou ig burnt to toast by the sur We're not always this bad at Adventures." they write. Can

anyone help?

Ian Greener from Hereford reckons he has all the PO treasures. How, he asks, do I get more than 236 points?

S. White of Fife needs a rope to help him scale the cliff in Goblin Towers and he has a grating

Now for Aztec Tomb, in which A Pike of Havant can't cross the stream. He is trying to make a bridge cut of wood, but has come to the point of thinking there might

be a bug in the program. And another thing How do you rescue the princess in Rescue from

Old Father Time has featured in the pleas for the tirst time. This is a adventure which is puzzting ick Greer. Try as he migl can't help the poor caged waf suspended from the ceiling. Is he wasting his time, chaps? Every time he picks up the hour glass, an exit is revealed and the sands of time promptly run out. "A fantastic adventure has been turned sour tor me," he writes. Can anyone help sweeten it a bit for him? Me while, Mark Harwood, aged 14 who describes himself as a very inexperienced adventurer, is stuck between a mine and a small cylindrical room. Whenever he tries to descend into the mine he

Ultima II features for the first time in the mailbag, landess, of Co. Derry, asks if there are any more planets than the nine we know and

Planet X These are certainly the only ones Paul, our Atan adventure fiend, has come across so far. But who knows — he is still playing the game, and will be reporting back on what he finds in

future issue. Neit Roberts of Worsley, Manchester is confronted by two tocked doors and an unhelp guard in Arrow of Death Part 2. He has turned the wheet to no avail.

Can anyone help Michael Giles ck in a fire room in Norwich? The facas have put a curse on him

Jon Moseley of East Ham com plains he has only achieved 800 points in Snowball! Is that all, Jon? ame on you! Can anyone get him the Waldroid guarding Jacob's Ladder

Spencer Bowden of Penge has iven up playing Black Crystal Every time he moves somewhere, he gets killed. He's read the instructions to use keys 5 to 8 to move around, but has now turned to Hobbit

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C&VG's PACKAGE HOLIDAY!

Bored with the beach at Blackpool? Sek of greasy Spanish hotel food? Fed up with foreigners with often know a computer game from a raincik kebab? If you can answer YES to all these questions and want to do something REALLY different this summer, then you just can't afford to miss the next issue of Computer and Video Games.

Yes, CB/CD is the only magain able to solve you holdey problems. The winner of our July 1850 a grand (Owinpic Competition will be whitsked away on CB/CS magic catpet for a 10day wonder holdey at the Liss Angeles (Dympoc all expenses paid! There will be tuckets for the top track and liefd events too — and Deneyland is just a short car ride away if you fancy a break from the soortina cation in the main Olympoc stadium. The winner will stay in one of California's top hotels—the Sheration at Anaheim—which has 500 deluxe rooms, a swimming pool, a coffee shop and live entertainment every night. And the Pacific Ocean is just down the road! What more

could you ask for?
A copy of the July issue of C&VG, perhaps, so

you can enter this great competition.

The C&VG team are at this very moment making up false names so that they can enter — but, don't worry, we've got Screaming Foul-Up watching over the tickets!

Your passport to this dream holiday is the July issue of Computer and Video Games — the magazine you just can't afford to miss So don't forget to look out for the PilMan on the cover!

THE PI-MAN'S GREATEST CHALLENGE

The poor old PiMan has faced a lot of tough challenges in his time. He's been Pi-Eyed, Pi-Balled and has even suffered from Pi-Manial Despite this, the PiMan is ready to face his toughest challenge yet—the Pi-Olympic.

Those PI-maniacs at Automata have written us a very special and very exclusive PiMen game and we'll be

. Z.O. ≥ uly sesso just for you.

presenting it in our July issue just for you.

You won't find the PIMen anywhere else in July — he's taken up residence in the C&VC offices and can be seen joggling around Herbal Hill as day dawns in e frantic bid to get fit and ready to meet eny challenge the Automata crew decide to throw at his

Meanwhile, we advise you to look out your tracksuit end running shoes and follow the PiMen's exemple. You'll need to be pretty fit to take part in the C&VG Olympic challenge!

We've already seen the game that the Automata programmers have dream! up for us — and it's a winner! But we're keeping quiel about just what the PIMan is up to in C&VG's very own PI-Olympics game. You'll just have to get the next issue to find out what it's all about.

CARTOON COMPETITION

When we launched our carloon through the contest back in April, little did we know how many of you are budding all the time arbits The response to our request into their w for computer carbons was absolutely amazing and right now our you've world.

team of expert srists are wading through the entires We'd like to thank everyone who has entered for all the time and trouble they've put into their work. Watch out for their July issue of C&VG to find out if you've wor!

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ion. Demand for the next same of Composite and Video Games in building the composite of one of the composite of one of the composite of party our order in today. That way you won't miss out. There will be a special Book of Games competition with a major prize to go for. As yet haven't quite decided what the prize is going to be, but in the beat residence of Compositer and Video Games: it will be big, and very difference. As to the the the Suphembra difference is the like the Suphembra difference. As the like the Suphembra difference.

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